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APRIL 1995 Vol. 9, No. 4

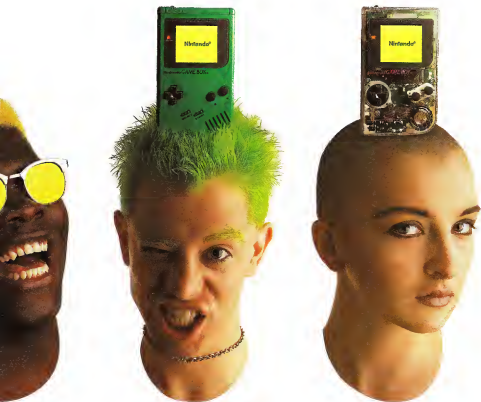


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# Dance

this year?

# Welcome to GAME PLAYERS



What a month for fighting games! We were blown away by our advanced preview of X-Men: Children of the Atom at Capcom H.Q.

and by the time we nabbed all the info on Midway's *Mortal Kombat II*, we went ballistic! I'm talkin' Superhero! Super-fly! TNT!

But wait, that's not all! We're also got the dirt on *Killer Instinct* for all you gore-lovin' arcade fiends there, along with our usual helping of in-depth strategy, tactics, and a new expanded CodeBreakers! Not too shabby, eh? And don't forget the most comprehensive game reviews in the business, featuring titles like Sega's *X-Men 2*, *Mortal Kombat II* for 32X, *Beyond Oasis*, and the smokin' hot *Return Fire* for 3DO. Remember, if you didn't get the go-ahead from *Game Players*, don't buy it!

*Chi*

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **NAKED BLUE** always signifies Genesis.

**GENESIS**

**SUPER NES**

**SEGA CD**

**32X**

**GAME BOY**

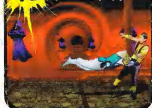
**GAME GEAR**

**JAGUAR**

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XV 'em all with our Mortal Kombat II story on page 42



ROAD RASH

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Barbaric ride? You'll love our Road Rash 3 article on page 34

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Just like the information super-highway, but on paper!

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We give you a chance to write this page!

### Game Gossip 17

If it's down and dirty, you'll find it here!

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They're coming by the boatload! You better get ready!

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Hey! Hey, you! You talkin' to me?

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You guys are nuts! We got the proof right here!

### Pushing the Envelope 12

We got the winners of the Street Fighter contest! Yow!!

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Who the hell is this Silly character?

## SUBSCRIBE 82

You want our mag, we want your cash!

## MEET THE TEAM

What part of your day-to-day life reminds you most of a video game?



**Chris**

My life is like an FPS. I like to stab people and take all their gold pieces. It's just so rewarding!



**Jeff**

I feel like a game system that's just been plugged in, after my fifth or sixth cup of morning coffee.



**Doug**

When I got on my sick, new, power tie, I feel like I just found a major one-up! Cool, huh?



**Mike**

Walking home at night reminds me of *Mortal Kombat II*. I love living in the city! Now gimme yer damn wallet!



**Trent**

I like to pretend that I'm Earthworm Jim when I'm in the shower. I even got the power suit!



**Vince**

I'd say the options screen is a lot like my life. So many choices, and that swell theme music I hear all the time in my head.

## MORTAL KOMBAT III

We talk to the creative forces behind *Mortal Kombat III* on page 28! We've even included some never-before-seen photos from the most eagerly anticipated game ever!!!

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There's no more baseball, so we got yer sports!

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## NOW PLAYING 98

The history of video gaming, as we saw it! Now, you can see it, too!

# Cover Story 60



We've got more X-Men than you can wrap a tentacle around! Check out pages 32, 78, and 84!



Neil

In English, you can't make me say stupid things! Pokey, pokey, Isiah, hark, hark, Sweet, waika waika!



Vinny

When I eat my cereal in the morning, I feel just like Pac-Man. I really hate those ghosts, though.



Darrell

When I commute out to the office, the freeway reminds me of Death Race 2000! Hey, I know how to drive! Stop laughing!



Bill

It kinda burns my neighbors out, but I like the part where I throw the bombs over the fence! Big fun!



Gamer X

The total Little do they suspect that it is I, disguised as a magazine page, who controls the destiny of all!



Here we go again! The postman has delivered tons of your mail and we've gotten around to reading it! Here's some of the best (and worst) examples of what you're talking about!!!



## POINTERS FROM THE POSTMASTER

That blue dude with the shades can only mean that it's time for this month's Reader's Network! After digging through your letters for the last couple of months, we decided to dedicate this space for helping you get your very own letter printed in this hard section.

First of all, there are some very specific "Don'ts" to keep in mind:

**DON'T** try to stuff your life story into an envelope. Say what you have to say, but try to be precise and to the point. Six-page letters frighten us.  
**DON'T** write to me about hats or coats. Please be sure that those letters are addressed to their proper sections.  
**DON'T** fill up one envelope with lots and lots of different

letters for different sections of the magazine. This makes us crazy. Real crazy.

And now, some very important "DOs"

**DO** send large amounts of cash in small, unmarked bills.  
**DO** fill out and go measure if you feel the need. Crazy letters are the best letters.

**DO** have something to say, other than "this sucks and that sucks." We know we rule!

Follow these easy guidelines and add your own easy how-to for a letter that's sure to get printed in the Network. Although we can't personally respond to each letter, we do read every single one, so your voice will be heard. So grab your pen/pencil, keyboard, or whatever, and get to writing!

*Chris*

## THEY CALL IT PUPPY LOVE

I think I have a mad crush on M. Bison. I think about him constantly. He fills my thoughts, words, and dreams. I think he's just so gorgeously handsome. He attracts me like a magnet. I have pictures on my walls, and two replicas of him. Oh, he's so hot! What a gorgeous creature! What a hunk! Sighhh... I think I'm in love. Is this normal?



Separated at birth? We don't think so, but then we've never seen Bill and M. Bison together in the same room, at the same time, either!

Rebecca Cataldi  
Corasopolis, PA

**M. Bison:** Yes, Rebecca, it's perfectly normal for young women all across the country to have a crush on me. You know, in real life I look a lot like Bill Donohue, who is also worthy of all your devotion and adoration. In fact, I'd recommend that you get a whole lot of Bill's pictures and start putting them up on your walls. You can keep on admiring me, of course, but Bill's the real winner!

## PICKY, PICKY, PICKY!

I am writing in regards to a letter from Scott Styczynski in your February issue. He made a bad call by siding with Nintendo. What company's releasing a \$200 system that only displays one color? Hint — it starts with an 'N'. At least Sega's 32X is compatible with their existing hardware.

Tim Strigwash  
Palmerton, PA

**MIKE:** Tim, comparing Virtual Boy with the 32X is like comparing a Walkman to \$250,000 stereo. Virtual Boy is a hand held 3D device, while 32X is a console upgrade. I agree \$200 is a bit high. Nintendo is also supposed to be bringing Ultra 64 to the market for only \$250, so you should wait until you see what every company has to offer.

## THE HAPPY HILTON

I love the comments beside the reviewer's picture! Like when you said you couldn't get Mike Salmon to play Corpse Killer, you told him they were coming for his beer! Hoo-hoo-hoo!!! I also like Pushing the Envelope with the art, but what I really love are those funny captions with them! Hee-hee-hee!!! Great job, Bill Donohue! I hope you have a pretty friggin' good look at Mortal Kombat II when it comes out! AARRGGGGHH!!! I better get me a padded cell so's sh can't hurt himself. Keep up the good work!

Dan Blaszkow  
Rochester, NY

**BILL:** Dan, I think you'd have to agree that these padded cells are really great for keeping warm and dry. The only drawback to the whole thing is the padded canvas coat they make me wear! I'm not too crazy about that electroshock thing, either!!!

## THE GAME'S THE THING...

Now that Sony is making the PlayStation, will Sony Imagesoft still make games for the Sega and Nintendo systems?

Jimmy Dowald  
West Branch, MI

**CHRIS:** Good question, Jimmy. Sony Imagesoft and Sony Computer Entertainment are two separate companies, so don't worry — you can still expect many more Imagesoft titles for your favorite 16-bit system.

## NICE DOGGIE!

I would like to comment on the review of Mighty Morphin' Power Rangers that was in the February 1995 issue. In the review, Chris Slate said that if you like the Power Rangers and your age is "...below the teens, get set for some hot gamin' action! If not, then what kind of sick puppy are you guys?" I happen to like the Power Rangers and the fact that I'm seventeen has nothing to do with it. I resent the fact that I am being called a "sick puppy" because I like something that kids like too.

Melody Hawman  
San Jose, CA

**CHRIS:** Melody, I'm really sorry that I offended you. Really. Honestly. Aw hell, I guess I'm really not sorry at all — got a life! But on the serious side, there's no way those Power Rangers would stand a chance in a fair fight with Gamera XI! He, ha, ha! He laughs at your weak and puny Rangers! With his many disguises, he could be standing next to you right now!

## ON THE WAY OUT

What's the deal with CD-i? My friend owns one and I love it. I think it's just as good if not better than the new game systems will be this fall. I think that more people would buy it if it had more games and was advertised more.

Josh Camp  
Franklin, TN



The CD-i — has its meager game library doomed it to an early death or is there hope for the old girl yet?



**CHRIS:** Think so? We've been keeping an eye on CD-i for awhile now, but unfortunately, it just doesn't seem to have much potential. With Sega, Nintendo, 3DO, and even Jaguar ahead by an astronomical margin, there just isn't any room left for another system, especially one with as few hit games as CD-i. We'll stay on top of any developments with the machine, but I wouldn't invest too heavily in its future.

## CATFIGHT!

I am a girl gamer and want to say that I completely agree with girls who complain about 'Barbie' video games. In my games, I like heroines tough and independent. I like to see girls standing up for their rights and doing what they believe in. That's why I dropped piano lessons and joined kung-fu.

Bailey Webster  
Aroostook, Canada

As a 13-year-old female gamer, I am absolutely appalled by the recent onslaught of letters written by girls feeling excluded from the gaming community. They argue that there are not enough female oriented games. This statement only shows that they are excluding themselves. Video gaming is for everyone. I do not believe that I have ever seen a game made specifically for guys, but of late not only have I seen "female oriented" games popping up everywhere, but it is now very rare that games do not have a heroine included to make girls feel wanted. Although video games are not known for realism (except in congress), I find that it just looks silly to see Chun Li or Cammy knocking out Blanka. It is very sad that these girls are trying to be such super feminists, that rather than trying to be equal to guys, they try to get a step ahead. It appears that political correctness is backfiring.

Alice Levitt  
Greenwich, CT

**JEFF:** I think there's a point to be made here. I think Alice isn't exactly correct when she says that there has never been a game specifically for guys — since it's guys who do most of the design and programming (at least for a long, sad time in this industry), they tend to make games that appeal to them. Most games have a male outlook by default. Most of the women I know who do play seem to feel more comfortable choosing the female characters, and until recently the only women in the games were those who needed rescuing. I think the trend to including at least a token heroine here and there is a good one. My hope here is that as more girls get interested in playing games, in part because it's one of the few places where you can find strong female characters, more women will become interested in designing them, and we might start seeing games that women really want to play. Oh, and I don't know about how 'silly' it is seeing Cammy bust up Blanka — when I was taking Karate, the women were always the ones you needed to watch out for — they could get plain mean.

Talk, schmalk, doesn't anybody fight anymore? C'mon, put up yer dukes! Let's go a few rounds!



## 5 THINGS TO DO WITH GAME PLAYERS AFTER YOU'VE FINISHED READING IT

1. Beat people with it.
2. Build a religion around it.
3. Offer it as a gift to Lord Sippy.
4. Dress it up and have tea with it.
5. Cherish it as the collector's item that it is.

## SMART GUY!

Hi! My name is Alan. You guys put me in your 'Pen Pal Connection' in the November '94 issue. For that, I thank you. I thought I might tell you a few things to pass on to your readers before they consider writing in to become a Pen Pal.

- No matter how stupid your ad is, a lot of people will respond. Be responsible enough to write everyone back.
  - By giving out your address you are also a target for chain letters. So far I've gotten five. If you are superstitious, you're gonna be very busy.
  - You'll get some weird people. Write them back. They always turn out to be neat people.
- Finally, I'd just like to say that being published in your mag was one of the best things to ever happen in me. I used to be a racist person, then I started writing to lots of different people. I would get to know them for their personality, not their skin or place of origin. For this, I thank you.

Alan Kleinz  
Blaine, MN

**CHRIS:** Wow. I guess... I guess we all learned a little something today. Thanks for your tips, Alan!



## GAME IDEAS

The title of my game is *The Living King*. It's about Elvis Presley, who takes his death and enters the witness protection program. The object of the game is to

find and expose Elvis. Of course, you think you see him everywhere — in fast food joints, at department stores, in mobile home parks, being abducted by aliens, etc. — but you never do uncover him!!

David Berto,  
Mountain View, CA

**Bill:** Hey, this is a family mag! What do you mean by 'exposing' Elvis?

My idea for a game is called *Monkey Dung Country*. Monkey Dung asked his little buddy Mini Dung to watch his prized pile of... well, let me just say that this game should be rated MA-17. Queen K. Kap had her henchmen steal the pile. Now Monkey and Mini have to go to the queen's ship to get back the snelly collection. The game takes place in sewers, septic tanks and seagut

altaries. One-ups would be prunes and clothespins for your nose. Your main enemies would be seagulls. The bosses include Very Smelly, the sewer rat, Dump Drum, the waste container and all those other videogame magazine writers.

John Kupitz,  
San Jose, CA

**Bill:** Would I be going too far if I said this was a SFWA/NSA idea?

I gotta-great idea for an already great game! Wanna make *Mortal Kombat* more realistic? My idea is this apparatus that fits on the back of an arcade machine. Here's how it works — with a needle you bring from home, you tap your vein and hook up your arm to the arcade machine. Every time your opponent scores a lethal blow, the machine squirts some of your own blood on the screen! Now, here's the great part — you don't need any health meters — the first player to pass out loses! Isn't that great?

Jason Villarreal,  
Merrillville, IN

**Bill:** And to save time, we'd just put these machines in every Red Cross office across the country!



My game idea is *Mighty Mooing Power Grazers*. The object of the game is to take the free-cow herd to the greener side of the pasture. Enemies like Lord Zed, the pig, and his puddings try to keep

the cows from reaching the other side of the pasture. When attacked, the Power Grazers combine to form the Mega-herd, which is a giant cow. If the game is completed, you go to the other side of the pasture, but you're scared away by millions of adoring, brainwashed children.

Mike Bligh,  
Thornton, CO

**Bill:** I gotta tell ya — this game is outstanding in its field!

## He's a Winner!

Mike Bligh wins a Mystery Prize. Next month we're offering another Mystery Prize to the winner, so get your ideas in now (and remember to include the system you own).



## PEN PALS

I am making two pen pals between the ages of 12 and 17, boy or girl. I have a Sega Genesis.

Jon Madsen  
454 Johnson Rd.  
Baboy, SC 29542

I am 14 years old and a Genesis owner. I am looking for a pen pal, either boy or girl. Jeremy Alan Bigg, 1043 Oak St., East Jordan, MI 48834.

I'm 11 years old and a big Genesis fan. I have my own video game TV show called Game Central in New York. David Holstein, 218 Ontario Ave., Mineola, NY 11053.

I'm a 13 year old male who'd like a female pen pal who is 12 or older.

Bruce Burnette  
701 7th St.  
Norfolk, MD 20708

Looking for the perfect pen pal? Look no further. I'm 16 and I love to write letters.

Chris Carlson  
1 Lawrence Dr.  
Hammer, NJ 03242

I'm 13 and would like a pen pal to talk about anything I prefer a girl between 12-15. P.O. Box 453, Lehigh, PA 18033. I have a Sega Genesis and a 3D.

Hi, I'm a 16 year old boy. I'm looking for a pen pal who is between the ages of 11-12. A.J. Pivoli, 16 Shearson Dr., Shearson, VA 20145.

I'm a 12 year old boy who loves RPGs and would love to exchange codes and tips with anyone.

Jeremy White  
4525 S. Ramsey Ln.  
Pensacola, FL 32512

I am 16 years old and would like a pen pal who shares the same interests for Sega.

Travis Halcher  
181 Richards Rd.  
Vermont, VT 05478

I am 11 and my hobbies are video games, comic books, and model building.

Chris Bulman  
3553 Old Jocko Circle Rd.  
Henderson, NJ 08540

I'm 12 and own a NES. I would like a pen pal to share tips and codes with.

Travis Halcher  
181 Richards Rd.  
Vermont, VT 05478

I'm a twelve year old boy looking for somebody to talk about video games, music, and sports.

Chris Bulman  
3553 Old Jocko Circle Rd.  
Henderson, NJ 08540

I'm looking for a teenager, boy or girl, who owns a Genesis and thinks that Spideykins is great.

Arden Davis  
21011 Forest Meadow  
El Paso, CA 95630

I'm eleven years old and I have a SNES. I'd like to talk to a pen pal who plays video games.

Justin Boy  
500 West 1st  
Canton, IL 61824

I'm a 12 year old boy who loves video games. I have a SNES and a Genesis.

Justin Boy  
500 West 1st  
Canton, IL 61824

I'm looking for a 14-16 year female that would like a 10 year old pen pal.

Anthony Acosta  
671 Brook Ave.  
Brook, NY 10451

I'm looking for a boy or girl to be pen pals with. I will answer every letter I get.

Jeff Richard  
11669 95th Ave.  
M. Dells, IL 60142

I'm 12 years old and I don't have any systems, but I like talking about them.

Philo Dr.  
351 Alta Loma Ave., #1  
Oak City, SC 29015

I am 13 years old. I have a SNES. My favorite games are MDK and Secret of Mana.

Amador Burdick  
3600 North 1st St.  
Jackson, GA 31106

If you are a girl, 17 and up, who doesn't get out of the houses in 1994, I can write to you.

James Henry  
2804 Vernon St.  
Augusta, GA 30606

For two pen pals, 8-15 years, girl or female, I have a SNES.

Michael Black  
11422 Jones St.  
Houston, CA 92330

I am an eleven year old boy. I don't care how old you are as long as you like video games.

Michael L. Green  
25329 20th Ave.  
Laguna, CA 92653

I'd like to get in touch with someone to exchange tips for Genesis or Sega CD.

Mark Bakula  
1001 48th Street  
Nemaska, NY 56142

I'd like to meet other SNES or Game Boy players. They would have to exchange tips or just be pen pals.

Eric Morris  
Rt. 1, Box 22  
Durham, NE 68026

I'm interested in games, music, and football. I have a Sega Genesis.

Jason Mickelson  
128 East Franklin Blvd.  
Indianapolis, CA 93032

I'm 28 years old and would like to correspond with other game players.

James Harris  
P.O. Box 1885  
Erie, PA 16507

## HE HADDA ASK...

Hi guys! I just love your magazine. It sure beats out others like --- and ---. Keep up the good work! I saw in your February issue that Nintendo was bringing out Virtual Boy, a portable VR system. Well, it doesn't look so portable to me considering that



It's on a tripod and you can't wear it on your head. I mean it, it's great for those camping trips, but it would be hard to play in a car. I was wondering why the graphics are only red instead of full-color. Also, is the Sega Saturn 64 bit or 32? Would Ultra 64 be worth the longer wait?

Scott Tinsley  
Ontario, Canada

CHRIS: Thanks for the kind words, Scott. That's a good point about the Virtual Boy. While Nintendo concedes that it isn't as portable as Game Boy or Game Gear, they are quick to stress that it's an entirely new gaming experience altogether. No big problem, but personally I agree with you that they should have made it a HMD. The red graphics are an unfortunate drawback to the 3D technology. To answer your other questions, Saturn uses two 32-bit processors, and it's too soon to directly compare the Ultra with the other next generation machines.

## WATTA NITPICKER!

I have found a misprint in your February issue, on page 111 at the top in the box titled "5 games for Sonic fans". For Sonic 2 you wrote "Tails inside his appearance in this sequel." You spelled "his" wrong. From a devoted fan,

Ryan Mulder  
Brandon, WI

CHRIS: Hey, you're right! C'mere, BIL... (sounds of a scuffing, some screams and then whooping). There — next time Bill feels like misspelling a word, his new four-fingered hand will make him think twice.

## SO WHERE'S THE 50 BUCKS, BUDDY?

I'm sorry to say that I have a problem... WITH YOU! You see, I've sent in several Pen-Pal Connection letters, and well, I HAVEN'T HEARD A \*\*\* DAMN THING ABOUT THE \*\*\*\*TING LETTERS! I hope — no, YOU'D better hope that my name gets in the next issue, because I am getting really pissed-off! Yes, the next letter. Hugs & Kisses,

Rob Thompson  
Raleigh, NC

CHRIS: Take a good long look at this month's Pen Pal column, Rob — your letter STILL ain't in there!

## I'M IN CONTROL!

What the hell do you think you're doing with those little mind games you're playing on us?? If you look on the back page at the bottom of the staff box, I think you'll see a sick little game. Some of your staff have been playing with our minds, man!

What's with the messages, man? You're freakin' me out, man! I'm about to snap!

Tom Mills  
Jackson, NJ

BILL: You are in my power... You are getting sleepy... You will put \$500, in small bills, in an envelope and mail it to me... You are in my power... You are getting sleepy... You will put \$500, in small bills, in an envelope and mail it to me...

## CHILL OUT, PAL!

What the hell is wrong with you? What is it that you have against Sega? In your review on NHL '94, you gave the Super NES version a 95% and the Genesis version a 91%. Why is it that on every game for both systems, you rate the Super NES version higher? How much is Nintendo paying you guys? What are you on?

Scott Brown  
Anaheim, CA

CHRIS: Sorry Scott, but sometimes the better games are on another system. We don't have anything against Sega, and it's hardly fair to say that we "automatically" rate Super NES games higher. Each game goes through the same rigorous review process.

## READ IT &amp; WEEP

Is Nintendo jealous of Sega or something? I was reading my brother's issue of Nintendo Power and all I saw were put-downs of Sega and their new 32X adapter. It's a no-win situation for Nintendo and I'm going to enjoy seeing them fail.

Dave Wilcox  
Westport, CT

CHRIS: First of all, (not to rag the competition, but...) Nintendo Power is published by (guess who?) Nintendo, so you can expect it to be a little biased. But I'm afraid that I just don't know where you're coming from with all that Nintendo will fail stuff. Just try telling that to the crowds of gamers lined up to play the first Ultra 64 games in the arcades.



For gam. ideas, write to:  
Game Ideas  
Game Players, 1350 Old Bayshore Highway,  
Suite 210, Burlingame, CA 94010

To get into the Pen Pal section, write to:  
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After last month's bizarre cheese incident, **Bill Donohue** has been recovering in a safe, warm, padded place — far from cows, Velveeta boxes and sharp objects like cheese graters!



# PUSHING THE ENVELOPE



Howdy, everybody! I'm back with more great reader art, but this issue is kinda special. What we've got here are some of the winners of the Street Fighter Kicks Butt contest, including the work of Vo Tran, whose excellent rendering won the Grand Prize! There isn't enough room to show all of the winning art work, so I'm printing 13 of the very best! And just as soon as they let me out of this swell padded room, I'll be back with more of your

great graphics, so keep 'em coming in! We're expanding this section to two pages, so I can include even more of your stuff! Yahoo! On a more sober note, I'd like to apologize to Marty Whitmore, of Southington, Ohio, who sent in the mermaid picture that was run in the February issue. I got the name wrong in the picture credit, so Marty, there's something coming in the mail for ya! Since they tell me I wasn't quite all there at the time, I don't remember what it was. Maybe some kinda cheese...

*Bill*

**WINNER**  
Grand Prize  
Vo Tran  
Cambridge, Ontario

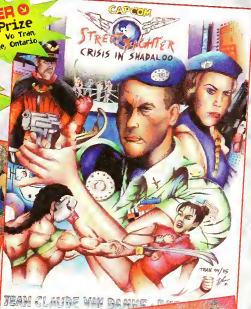
Winner -  
Second Prize  
Eric Demars,  
Eagan, MN

Winner - Second Prize  
John Lee Patrick,  
Kingsport, TN

Winner -  
Second Prize  
David Kraai,  
New Paltz, NY

Winner -  
Second Prize  
Travis Cook,  
Saginaw, TX

Winner -  
Second Prize  
b. Toe Muniz,  
San Fernando, CA





Winner -  
Third Prize  
Steven Baran,  
Duluth, MN

Winner - Third Prize  
Darrion DeMelo,  
San Bernardino, CA

Winner - Third Prize  
Juan Mendoza,  
Huntington Park, CA

RAIN-CLAUDE  
VAN DAMME

ERIK  
JULIA

Winner -  
Third Prize  
Victor Mendoza,  
Bell Gardens, CA

Winner -  
Third Prize  
Alex Ray,  
Seattle, WA

Winner -  
Third Prize  
Tay Traxler,  
Brighton, CO

Winner -  
Third Prize  
Marc Alain  
Duque,  
Jackson  
Heights, NY

## Even More Third Prize Winners!

Here's the remaining third prize winners, in no particular order: Eric Whitmarsh of Houston, TX, Lik Way Chan of Medford, MA, Raymond Gordon of Cape May, NJ, Jason Bleichman of Cote St. Luc, Quebec, Vera Lister of Chicago, IL, Janise Arellano of Henderson, NV, Aliy Khan Kabani of Stone Mountain, GA, Aaron Johnson of Detroit, MI, Jason Froelich of East Amherst, NY, John Tran of Windsor, Ontario, Erik Nowak of Grand Rapids, MI, Nate Kalkwarf of Parkersburg, IA, Ben Holland of West Hills, CA, Donny Vance of Broadview Heights, OH, Michael Baird of Tillson, Ontario, Al e Lam of Vancouver, B.C., Jason Hamilton of Jacksonville, FL, Christina Valletta of Brooklyn, NY, Fred Layou of Newark, DE, Kevin Olivieri of Matrawan, NJ, Adam Thomas Melton of Whispering Pines, NC, Greg Bendzik of Faribault, MN, and Marlon Cohen of Chicago, IL. Congratulations to all!

Can you tell the fake Donkey Kong from the real one? Neither could consumers and that's why Nintendo's so mad.



in the "video games mirror reality" department, Nintendo is suing Korean electronics giant Samsung for producing counterfeit Nintendo video games. This comes just as the US and China enter a trade war because of China's failure to uphold US copyrights. Samsung had been allegedly producing illegal Nintendo carts for awhile now, but


Nintendo tried to work things out with the companies, who also supply the 32-bit ROM chips used in Super NES games. But when someone showed bootleg copy of *Donkey Kong Country* to Nintendo at the recent Winter Consumer Electronics Show, they could wait no longer. The lawsuit seeks immediate termination of illegal production, seizure of all inventories, full information on the network and extent of illegal distribution, the monitoring of future production, monetary damages, and other relief. Illegal game pirating is estimated to cost Nintendo some \$2.5 to \$3 billion dollars annually.

That's a lot of cash!

## Sega Alive And Well

it seems that our report of Sega's demise was greatly exaggerated. In our February issue we published a report that put Sega's market share at 35%. Sega has provided us with some figures for 1994, compiled by the independent TRSTS research firm:

- 16-bit Hardware Sales: Sega 55%, Nintendo 45%

- Software Sales: 53% Sega, 47% Nintendo
  - In its first two months of release, 32X sold more units than 3DO since its release
  - Saturn out-sold the PlayStation 5 to 3, and 3DO 5 to 1 in its first couple months in Japan
  - The Game Gear
- 



holds 51% of the portable market

Sega president Tom Kalinske had this to say: '1995 will be an outstanding year for us as Genesis/32X accelerates in the US market, and as Sega Saturn is introduced here late next year. We're very upbeat for 1995 after such a solid 1994.' Preach on, brother Tom, preach on. Can we get an Amen?

Sonic is still alive and well!

## Timeline

Here are the games you'll be playing in the upcoming months...

[illegible]



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## GAME GOSSIP



Our top agents have just returned from behind the lines with the latest Ultra 64, PlayStation and Super NES info! Not enough for ya? Well, they snagged some juicy Genesis, 32X and 3DO news, too! Now the medics can patch up their bullet wounds.

### Go Head-To-Head On Super NES

PlayStation players aren't the only ones who'll be able to hook together two systems and play against a friend using separate televisions and a connector cable, by-passing the old split screen option. Nintendo players can expect the same option to be available for the Super NES



helicopter sim, *Comanche*. A cable, which is still under development and unnamed, will allow players full screen versus options. The cable will supposedly be sold separately but be available shortly after *Comanche* hits the stores. No price has been determined for the add-on but a source inside the big 'N' claims Nintendo is also planning to incorporate the cable into other upcoming Super NES titles.

Fly the unfriendly skies in *Comanche*, where you soon realize that you have no friends!

### EA's Feelin' Froggy

It's just a matter of time before Builtruf (just acquired by EA) makes *Magic Carpet* available for 3DO. The PC barnstormer features a first-person flying carpet and a 3-D option. Whew! Mind-blowing. EA is also working on a number of sports titles for the 3DO, among them a basketball game (gee, I wonder what that could be) and a snowboarding game that will have a *Road Rash*-ing feel to it. And speaking of 'rashing,' did we also mention a hidden extra track in *Road Rash*? D'oh! We weren't supposed to...

### Sega's Virtua Land



In addition to *Daytona* and *Virtua Fighter*, expect to see a Saturn version of *Virtua Cop* to be available when Sega's 'next-generation' game machine hits the stores in early fall. If you'll remember a few issues back, *Game Players* broke the very first pix of the 32X Sonic game called *Sonic Chaos*. Well, Sega changed the name on us. It's now called *Knuckles Chaos*. While Sega is working the bugs out of *Virtua Fighter* for 32X, we can tell you that another *Lock-On* game is in development. Sega refuses to give us a name, but check back next month. Finally, Sega-heads, get your Menacer out of the closet! *Revolution X*, the Aerosmith gun game, is on the way from Acclaim.

### Big Hits In '95

Look for Sega to announce a new game by the name of *Vector Man* — a 3D robot side-scroller developed by Blue Sky. Currently in development, *Vector Man* is expected to be one of the biggest Genesis titles of '95 — you heard about here first. Remember that 'Mario-ish' Super

NES Yoshi game we reported on awhile back? Currently titled *Yoshi's Island*,

Nintendo held it back from the last CES because the graphics weren't LDC material. Rumor has it that the game is getting an SGI rendered facelift, while the game's engine and gameplay will remain the same. And it may also hit the Ultra 64! Also in the works, Data East is prepping a spritz-based 128 character fighting game for the PlayStation, and Yoshi — seen to be walking on Cheerios for the Ultra 64? Konami is working on *Dracula X*, *Contra* and *The Teenage Mutant Ninja Turtles*.



## The Ultra-Long Wait Is Almost Over!

While the PlayStation and Saturn have grabbed a good bit of the video game limelight lately, Nintendo and Silicon Graphics are still hard at work to bring the Ultra 64 into your home by Christmas. One of the main questions on everyone's mind — what will be



*Killer Instinct* is packin' 'em in at the arcades, but will it be packed into the home system?

the pack-in game? While established arcade hits like *Killer Instinct* and *Cruiser* USA are good bets, *Game Players* has learned that the much-rumored *Pilotwings 2* is getting heavy consideration as well. Also expect a CD attachment at launch or soon thereafter. Nintendo has one ready now and can put it out as soon as they want. In addition to several RPGs in development for the Ultra 64 (like Enix's *Dragon Warrior IV*), an Ultra 64 sequel to *Dankey Kong Country* is also rumored to be in development courtesy of Rare. Plus, don't forget about that *Mario* game that's been in development for almost a year now! While *Mario* games have traditionally launched simultaneously with new systems, we've heard word that the Ultra title might not make it out until fall of '96. Sigh. Finally, in other Ultra 64 arcade news, expect to see *Star Fox* whizzing into a coin-op castle near you later this year.

Foxy McCloud wonders if his old pal Slippy is up to his usual tricks again in the upcoming Ultra 64 arcade game!



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# Game players

SEGA-NINTENDO

EXCLUSIVE!  
Subscriber's  
newsletter

Dear Subscriber,

It's official — next generation fever has spread throughout the entire *GP* office! No, I'm not talking about that goofy new magazine (just kidding, Neill), but next generation systems like Sega's Saturn and the Sony Playstation. We were burnin' those babies up as we were trying to finish up the last issue, and it took every ounce of self-control we could muster to keep our mind on work. Those infernal machines almost stopped the issue from coming out! Ahh, but what can we do, we live for games...

Although *Game Players* and our sister publications had an extremely good showing at the Winter CES in Las Vegas, the overall show was a disappointment. Aside from *Toh Shin Den* for the Playstation and Sega's *Virtua Fighter II* coin-op, yours truly was bored to tears. Everyone was keeping the good stuff behind closed doors until the E<sup>3</sup> show this summer in L.A., where, among other things, the Sega Saturn, Playstation, Virtual Boy, and Ultra 64 will make their official US launch. Until then, there just isn't that much stuff to look forward to. Capcom and Konami only had three new games between them!

But don't feel bad for your ol' pals here at *Game Players*. We still managed to entertain ourselves both on and off the show floor (we *were* in Vegas, after all). After spending the entire last day of the show on *Virtua Fighter II*, I've decided to start my own religion to worship Sega's AM2 research and development department. The texture-mapped polygon graphics are unbelievable — a far cry from the simple "Lego people" of the first game. The speed has also been pumped up, which should please the crowds of *SF* and *MK* fans who blasted *VF* for playing too "slow and sluggish". The backgrounds are now 3D modeled as well, which adds a totally new atmosphere to the game. You really have to see the game to understand just how good it looks — and plays. Just ask the guys at Sega who waited in line for hours behind the *GP* team!

Everyone at the show breathed a collected sigh of relief when the Saturn and Playstation sold out in Japan. This proves that there's a viable market for next generation systems, and takes a lot of the worry out of software development. Even Sega, who had been steadfastly denying any official plans to bring the Saturn to the US, proudly displayed "Coming soon on Saturn" signs on the *Virtua Fighter* and *Daytona USA* coin-ops at the company's booth. One interesting note on the Japanese market — the 32X won't be released until a few months after the Saturn. "Welcome To The Previous Level"? Another bit of 32X news — those old rumors about a 32X *Virtua Fighter* have started back up again. It wouldn't look near as good as the Saturn version, but it couldn't be any worse than *FX Fighter* for the SNES. That stinky sham of a polygon fighting game has the unenviable designation of "Most Overhyped Title" of the show. A funny little aside — upon presenting the game to the press on the first day of CES, Peter Main,

Nintendo's VP of marketing, slipped up and announced it as

*Virtua Fighter* for the SNES. This just after a lengthy speech on how "me-too" copycat games will fail in 1995.

Anyway, that's all the room I have left for this month. As always, I want to hear what you guys think about the magazine, the industry, or whatever. Spread the word of *Game Players* to the masses!



I'm not wearing any pants  
in this picture,

"DJ Funky-Strut"  
Chris Slate



# The Great Star Profile

Unbeknownst to the general public, a man known only as **Gamer X** has been digging through the garbage of the industry's top designers for years. He knows everything about games — past, present, and future — and yes, he works for us!

**So... who or what exactly are you?**

**Gamer X:** I am no one and everyone... a digital detective from the information underground. I dwell within the silicon shadows behind the gleaming corporate superstructures, keeping an open ear pressed firmly against the doors of the world's top game developers. I am **Gamer X**.

**So you basically gather gossip?**

**Gamer X:** Well... yes, you could put it that way.

**So how do you go about doing this?**

**Gamer X:** First of all, I am a master of disguise. I can be anyone... your neighbor's wife... that dog sniffing the hydrant (I really hate that disguise!)... a midget wrestler. I could be standing right next to you! I am also trained in the deadly ancient arts of ninjitsu and stenography. I can scale flat surfaces with my fingertips, blend with my surroundings, and threaten people in Japanese.

**If you can, tell us about your most dangerous mission.**

**Gamer X:** Hmm... I guess that would have to be Singapore, summer of 1977. Contrary to my professional policy, I had become personally involved with the daughter of a certain diplomat who shall remain nameless. All of this just made my job even more difficult, because as it turned out, the diplomat had already heard word that I was sticking my nose in some very smelly areas. Of Singapore, I mean.

**Excuse me, but what did this have to do with game gossip?**

**Gamer X:** Er... actually, nothing. Now that I think of it, I really shouldn't have brought up the whole thing. I may have to kill you now.

**Ha, ha — what a kiddler! But tell me, what lies behind your "cloak and dagger" facade?**

**Gamer X:** Well, I do enjoy the — what do you call them? — "Discotecks" that the young crowd is so crazy about these days. I have been known to "shake my moneymaker" a time or two.

**I'm sure all the girls are wondering, is there a Mrs. Gamer X?**

**Gamer X:** No, I'm afraid that my life of luxury and deceit makes it impossible to live a normal life. Besides, after my aforementioned trip to Singapore, I was left... how can I put this... unable to fulfill marital obligations.

**Thank you, Gamer X, for your time, your wisdom, your dedication and the real neat cockroach disguise!**

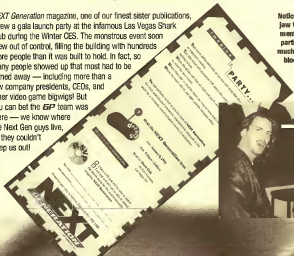
**Gamer X:** No problem, kid... now get the hell outta here!

**Who knows what lies beneath that mysterious, shadowy exterior...**



## The Seedy Underbelly of CES — Revealed!!

**NEXT** Generation magazine, one of our finest sister publications, threw a gala launch party at the infamous Las Vegas Shark Club during the Winter CES. The monstrous event soon grew out of control, filling the building with hundreds more people than it was built to hold. In fact, so many people showed up that most had to be turned away — including more than a few company presidents, CEOs, and other video game bigwigs! But you can bet the **GP** team was there — we know where the Next Gen guys live, so they couldn't keep us out!



**Notice the gaping jaw that compliments that "I've partied way too much" look in his bloody eyes...**

**After this photo was taken, we didn't see Jeff again for two whole days.**

**"Who are these losers?"**







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# HIT LIST!

In our never ending quest to supply our faithful readers with the most accurate gaming charts, we've changed the layout and added a new list that will be compiled from our reader's letters! So it's up to you guys to send in your top five games and we'll do all the math! (We kinda figured you were hoping we'd say that!) So let's get going!

## OUR READER'S TOP TEN!

Based on our reader mail!

GAME	SYSTEM	PUBLISHER
1 <i>Final Fantasy III</i>	Super NES	Square Soft
2 <i>Shining Force II</i>	Genesis	Sega
3 <i>Earthworm Jim</i>	Gen/SNES	Playmates
4 <i>Donkey Kong Country</i>	Super NES	Nintendo
5 <i>Mortal Kombat II</i>	Genesis	Psygnosis
6 <i>The Lion King</i>	Super NES	Virgin
7 <i>Doom</i>	32X	Sega
8 <i>Jurassic Park</i>	Super NES	Cosmi
9 <i>Sonic &amp; Knuckles</i>	Genesis	Sega
10 <i>Stunt Race FX</i>	Super NES	Nintendo

## OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 <i>Tot Shih Den</i>	PlayStation	Takara of Japan
2 <i>Super Bomberman II</i>	Super NES	Capcom
3 <i>Motor Toon Grand Prix</i>	PlayStation	Sony CE of Japan
4 <i>Virtua Fighter</i>	Saturn	Sega of Japan
5 <i>Clockwork Knight</i>	Saturn	Sega of Japan
6 <i>Return Fire</i>	3DO	Profile Publishing
7 <i>Virtua Fighter II</i>	Arcade	Sega
8 <i>Killer Instinct</i>	Arcade	Nintendo
9 <i>X-Men</i>	Arcade	Capcom
10 <i>Blackthorne</i>	SNES	Interplay

## TOP TEN FROM THE USA



GAME	SYSTEM	PUBLISHER
1 <i>Donkey Kong Country</i>	Super NES	Nintendo
2 <i>Madden NFL '95</i>	Genesis	Electronic Arts
3 <i>NBA Live '95</i>	Genesis	Electronic Arts
4 <i>Sonic &amp; Knuckles</i>	Genesis	Sega
5 <i>Madden NFL '95</i>	Super NES	Electronic Arts
6 <i>NBA Live '95</i>	Super NES	Electronic Arts
7 <i>Star Wars Arcade</i>	32X	Sega
8 <i>Doom</i>	32X	Sega
9 <i>NHL Hockey '95</i>	Genesis	Electronic Arts
10 <i>NFL Football '95</i>	Genesis	Sega

## WRITE YER OWN DARN LIST!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Please don't send it in a letter 'cuz we won't have time to open letters with all the mail we're expecting! Send your postcard to: Write Yer Own Darn List, Game Players, 1395 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list today!

## TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 <i>Cannon Fodder</i>	Super NES	Virgin
2 <i>Super Return of the Jedi</i>	Super NES	Virgin
3 <i>FIFA Soccer '95</i>	Genesis	Electronic Arts
4 <i>Donkey Kong Country</i>	Super NES	Nintendo
5 <i>Jimmy White's Snooker</i>	Genesis	Electronic Arts
6 <i>Earthworm Jim</i>	Super NES	Virgin
7 <i>Micro Machines 2</i>	Genesis	Code Masters
8 <i>Secret of Mana</i>	Super NES	Nintendo
9 <i>The Lion King</i>	Super NES	Virgin
10 <i>Stunt Race FX</i>	Super NES	Nintendo

## TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 <i>Tot Shih Den</i>	PlayStation	Takara of Japan
2 <i>Donkey Kong Country</i>	S. Famicom	Nintendo
3 <i>Super Fire Pro Wrestling</i>	S. Famicom	Human
4 <i>Virtua Fighter</i>	Saturn	Sega
5 <i>The Kaema's Night</i>	S. Famicom	Chunsoft
6 <i>Tales of Third Kingdom IV</i>	S. Famicom	Koei
7 <i>Ridge Racer</i>	PlayStation	Namco
8 <i>Big Monster Story</i>	S. Famicom	Hudson Soft
9 <i>Wander Project J</i>	S. Famicom	Enix
10 <i>Super Payo Payo</i>	S. Famicom	Bergstein



# TECH TALK

*This month our lab monkeys swing overseas to give you an advanced peek at the Super Nintendo satellite system and on-line gaming. Get out those surfboards!*

## Nintendo Surfs The Net!

**H**ave you ever flipped your Super Nintendo on its side to take a look under the machine? If you have, you've probably noticed a small external port on the bottom — if you haven't your probably taking a look now and wondering what that thing is. Well, so were we, that is until Nintendo made a recent announcement in Japan that could change the way you play video games forever.

It's been named the 'Super Famicom Broadcast System' and it's the first attempt by Nintendo to digitally broadcast a signal over an orbiting satellite and onto the Super Nintendo. The very first transmission, called 'Senio Giga' will start on April 1 and in addition to music and text, games are planned for the system too.

## How Does It Work?

With a special satellite broadcast adapter called the 'Satella-View' and a BS tuner, Satellite or mini-dish owners can pull signals out of the stars and onto their television sets. The BS tuner (which is about the size of a Super Game Boy) plugs into the cart slot of the Super Nintendo. Onscreen prompts guide the user through a series of menus, then allowing them to select a game or other data. The SFBS even has a 8-meg memory card that allows you to save games or other info.





All of these (tiny and not-so-tiny) pieces make up the BS-X system. The BS-X could be Nintendo's answer to the Sega Channel.

## Be A Video Game Infonaut

So you've got an AOL account and you've been surfing "the net" in search of a good time. Well, search no more! **Game Players** offers you a who's-who of video game companies online — and some of these sites are being published for the first time. This is in no way a complete list, but it should get you started. So hop on your key-board and ride those electronic waves.

## What Does It Mean?

With mini-dishes for Direct Satellite Systems — you've seen the commercials) just coming into use in the U.S., it's very possible to believe that Nintendo could turn the Super Nintendo into a Satellite receiver instead of a outdated lump of plastic — like the NES. And with a BS System, Nintendo could also directly download games, hints or previews, like its rival Sega is now doing with the Sega Channel. Currently only Nintendo of Japan will make the system available, and it will be by special order only for about \$140.00 — but think about it, you'd never have to buy a game again! Finally, any title you'd want to play could be piped directly into your TV — but this isn't 21st century Buck Rogers stuff that's out of reach to the average gamer. With Nintendo's recent alliance with communications giant GTE, it's something that could happen in the next year or so, and although Nintendo of America hasn't made any announcement about the possibilities of bringing the system to the states, we'll keep our fingers crossed and keep you posted!

The entire unit, all hooked up and ready to go! Does the BS-X system spell the end for all those late night trips down to the video game store for a midnight rental? Only time will tell! If this system is successful in Japan, look for a similar setup on our side of the ocean. After all, Nintendo just hooked up with GTE...

Accolade **INTERNET**  
[accolade@aol.com](mailto:accolade@aol.com)  
 COMPUSERVE 76004.2132@compuserve.com

Activision **INTERNET**  
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 COMPUSERVE 71333.14@compuserve.com

Game Genie **INTERNET** [game-genie-serv%3dvcc.uucp@groucho.sonoma.edu](mailto:game-genie-serv%3dvcc.uucp@groucho.sonoma.edu)

Interplay **INTERNET**  
 76702.1342@compuserve.com

Nintendo Game Boy **INTERNET**  
[gameboy@mentor.cc.purdue.edu](mailto:gameboy@mentor.cc.purdue.edu)

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HARDWARE

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# PREVIEWS



Think of this section as somewhat of a mystical experience — a look into the future of video games. Or you could get real and realize that the game companies send us stuff earlier than you can get it. Either way, here's what's on the horizon!!!

## Secret of Evermore

Square Soft for Super NES



Although it may not look exactly this wonderful in the finished game, this temple is still one of the most impressive backgrounds we've ever seen!

**R**PG powerhouse SquareSoft is at it again. The same company that brought you *Secret of Mana* and the *Final Fantasy* series is all set to release its first game developed entirely in the U.S. Checking in at a whopping 24 Mbit (the same size as *FFIX*), *Secret of Evermore* looks like it's got all the goods.

Dr. Sidney Ruffeburg and his hard-working team of scientists have succeeded in creating their own universe! With its medieval castles, prehistoric jungles, and futuristic cities, the wondrous world of *Evermore* was designed as someplace they could retire to and live out their lives in a peaceful fantasy. With a tremendous blast of energy, they transported themselves there.

Many years later, a boy and his dog stumble across the *Evermore* project in the basement of the doctor's mansion and accidentally transport them-



These preproduction sketches of some of *Evermore*'s nastier inhabitants show the depth of talent and imagination that Square Soft is bringing to their first game produced entirely in the U.S. What also would you expect from the company that brought you *Secret of Mana* and the *Final Fantasy* series?



selves to another dimension. Trouble is, *Evermore* ain't exactly peaceful anymore. The once-fabulous place has decayed into a decrepit and dangerous world, and it's a long, long journey back home.

The game boasts 256-color graphics that blend Square's always excellent pixel art with SGI



Finally, the rendered model is blended with character art and other elements to produce a finished background.

rendered backgrounds and creatures, and the screens we've seen so far look superb. We'll have the complete story next month, but in the meantime, feast your eyes on these preproduction sketches and rendered art. Does it look good?

Mmm, mmm, yeah! It looks finger-lickin' good!

These great sketches are modeled and rendered on one of these SGI workstations everyone seems to have these days.

## Mega Man VII

Capcom for Super NES



Once Mega Man gets a hold of the Barney bosses' power of 'Sing-along', he'll be unstoppable.

**A**nother *Mega Man* game is gliding towards the Super NES, and apparently the idea of *Mega Man XXX* seemed a bit lewd. So Capcom went back to where the *NES Mega Man* left off (*Mega Man VI* was the last). What does this mean to our little robot hero, and the players who will lead him on another quest? Most likely, nothing. Every *Mega Man* game is pretty much the same, and the plot isn't really that important.

We haven't had a chance to check out this game yet, but we're sure it's full of the same great gameplay as the other bazillion *Mega Man* games. Stay tuned for a full review, and a detailed explanation of the odd-numbering system.



Even Mega Man is getting bored with his games. He's just lying down while he faces yet another flooring boss. Looks like nappy time!



## Keio Flying Squadron

JVC for Sega CD



Yeah, here's Keio, taking a load off in her 'Hyper Curie Bunny' outfit, sittin' in the sun with her dragon Spot.

Uhh, DK. It goes like this (better sit down for this one). A teenage girl named Rami and her Grandmother have been guarding an ancient key, a task that their family has been performing for centuries. One day, while Rami was out at the Mini-mart getting a burger, an evil, super-intelligent racoon named Dr. Pon flew in and stole the key.

Rami's Grandmother was so angry over losing the key that she sent Rami after Pon to retrieve it, under penalty of no more food for the rest of her life! Thus charged, Rami performed her 'Hyper Curie Bunny Charge,' hopped aboard her faithful dragon, Spot, and flew off to take on the American Navy, the Russian Army, and Dr. Pon's legions of mutant pussycats and parakeets.

Still with me? Needless to say, *Keio Flying Squadron* is a shooter with an extremely goofy and heavily Japanese sense of humor. This is another title that should be out any day now.



Better get your rest while you can—soon you're gonna have to tangle with the U.S. Navy!

## Lords of Thunder

Hudson Soft for Sega CD

And here's another shooter. There seem to be more and more of these popping up on Sega CD lately.

This one bears a striking resemblance to the high-class *Forgotten Worlds*. The structure is very similar, with enemies leaving gems behind that you can collect and use to buy bonus items between the stages.

One other feature worth noting is the guitar-heavy rock soundtrack. Hey, if you gotta play a shooter, it might as well leave your ears ringing as well as your heart pounding, right?



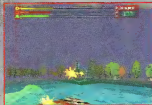
Hey! It's a big, nasty, uh, dragon... thing... Better, um, shoot it! I guess then... yeah, shoot it...



Like *Forgotten Worlds*, you get to spend your hard-earned gems on power-up items between stages. You gotta do something with all that cash burning a hole in your pocket.

## Immercenary

Electronic Arts for 3DO



Ah, the virtual world of Perfect. Where all the hapless citizens are locked in perpetual combat. Almost like New Jersey.

Well, it seems that a group of present day scientists has been getting messages from the future, and the future is not a bright place. The whole future society has been duped into living in a virtual world called Perfect, which is anything but. The worst problem in Perfect is that once you get in, you can't get out, and now all the virtual inhabitants are locked in combat, having no purpose other than to fight their way to the top rank.



The game boasts a number of different kinds of virtual terrain, from urban streets to swamps and almost everything in between.

and defeat the operating system, PerfectIt, in the slim hope that beating it might lead to a way out.

That's where you come in. Here in the present, a small team of scientists has agreed to help the future by sending warriors into Perfect from our time. Unlike those in the future, those from the present can be taken out of Perfect when the going gets tough. Your mission: find and defeat PerfectIt and release the future from virtual Hell.

This is a first-person combat game that's very much UNLIKE *Doom*. The 3-D virtual city is inhabited by all sorts of rendered, not to mention desperate, characters. The early version we played had a very steep learning curve, but seemed addictive as hell. We should have a full review next month.



In the center of Perfect is the BGAys, a neutral zone where everyone comes to rest and heal. While you're in there, you can chat with the different weird folk you find there.

## Quarantine

GameTek for 3DO

Down in the city of Kemo, crime and violence have gotten so out of hand that authorities have walled the place in and written the whole thing off. This would be just fine with you, except that you're trapped inside! You're Drake Edgewater, a cabbie with an attitude—and since attitude can only get you so far, you've also got your trusty machine gun equipped '52 Checker cab to back you up.

So, you drive around the city, looking for fares and fending off crazed folks of every description. Somewhere in this city, a guy with enough money and heavy enough weapons ought to be able to find a way out. Right?



Hey! Outta my way, ya Sunday driver! I'll blow you off the road, I will!



But, since every cabbie has to make a living, you've got to remember to pick up a fare now and then. Oh well.





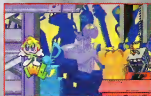
## Tempo

Sega for 32X



Tempo—the game that proves that insects like jazz. Dig that crazy background scenery!

**T**ake the world's only bikini-haired grasshopper on an adventure of not-so epic proportions. The vile space octopus, King Azalea, has brainwashed the insects to terrorize life on Planet Rhythma, but Tempo is here to restore rhythm to the planet. Tempo boasts of CD quality sound for its variety of tunes. But will there be a game? Will it be fun? Does anybody care about planet Rhythma? And what is the meaning of life? These questions and more will be answered next month when we tell you if Tempo is an offbeat hit or if it's just plain offbeat.



Tempo rocks out on his accordion. Crazy, man!

## Knuckles Chaotix

Sega for 32X

**K**nuckles tries to jump out of the shadow of his spry blue mentor, by being the star of this 32X effort. 24-mega, 32,768 simultaneous colors, and more cute side-scrolling characters than you could imagine make Knuckles Chaotix the most anticipated platform game for the 32X. The game play is different than others before it, because you



Get extra speed by holding Knuckles back with his ring.



Knuckles and his various ring-mates have a ton of fun in Knuckles Chaotix!



use two-characters together to throw and pull your way through five massive worlds. Is this just a new twist on a tired format, or does Knuckles Chaotix uncover new ground? You can bet, we'll tell it to you straight next month. So, stay tuned (or something like that).



No, it's not a purse snatching in progress—it's just Knuckles' new way of building up speed!

## Spider-Man the Animated series

LJN/Acclaim for Super NES



Here they are, the four arch-enemies who escaped from Ravenscroft to terrorize the poor city...

**J**ust when you thought it was safe to walk the streets on those dark nights again...

It seems a bunch of really, really bad guys have escaped from Ravenscroft sanitarium, including some of Spider-Man's greatest enemies, Doc Ock, the Green Goblin, Great Guy, and that alien-looking thing. Now it's up to your friendly



Fortunately, we have Spider-Man.



While the game features the arch-enemies as stage bosses, other characters, like The Lizard, make cameo appearances—if you can find 'em.

neighborhood web-slinger to track 'em down and put 'em back in.

It's being released through LJN, the comic book license arm of Acclaim, who you might remember brought you Maximum Carnage last year. However, the developer is different this time around, an outfit called Western Technologies, and it's very different in both look and play mechanics—and just try to get that wacked-out theme song out of your head. Watch for it, oh, any day now.



Oh no! It's that wacky Doc Ock! What's a crazy neighborhood Spider-Guy to do?

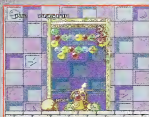
## Bust-A-Move

Taito for Super NES

**T**his is an action/puzzle game that at first glance might make you think of Tetris, but really doesn't play like anything else.

The idea is to shoot colored spheres to the top of the screen. The spheres stick and hang from the 'ceiling,' and if you can get three of the same color spheres to touch, they explode, which also allows any spheres of a different color that have been hanging from them to drop. Of course, the ceiling is dropping the whole time, and you have a set number of spheres to get through before it reaches the floor and crushes your launcher.

This was a sleeper hit at Winter CES, and since the Game Players' booth was right next to Taito's booth, a lot of GP staff members got hooked before we even knew what was happening. This may be one of the most heavily addictive puzzle games to hit the market in a while.



See, all you have to do is shoot the spheres so three of the same color connect. They explode and go away. Simple right? Yeah, sure, like Tetris was simple.



There's also a two-player mode, and when you make a group disappear from your screen, they pop up into your opponent's. Ooh, nasty!

## Dungeon Explorer

Hudson Soft for Sega CD



It might look a little like Gauntlet — well, OK, it looks a lot like Gauntlet! — but *Dungeon Explorer* is a game all its own.

The Darkling Tower is the stuff of legend imprisoned somewhere within is the goddess of Ambition, who will grant a wish to whoever can free her. Many have tried. None have succeeded. All have died.

*Dungeon Explorer* began its life as a Commodore game a number of years ago, and if it looks a little like Gauntlet, well, it plays a lot like Gauntlet too, but it's a little more sophisticated at the same time. The game has a definite structure, for one thing — it's not made up of several hundred levels that all look the same. The game is broken up into different areas, each with its own

unique style, layout, and challenge, and there are bosses at the end of each.

There's also a much wider variety of characters, and as you might expect from the 'We Be Multitaps' company of Hudson Soft, as many as four can play at once.



For one thing, it's got a place to patch your tent and camp out, and it's right next door to this saucy little shop where you can buy all sorts of new stuff for your fighting warrior.



And, of course, it's got a multi-player mode, where several folks can join in at once.

## Earthworm Jim: Special Edition

Interplay for Sega CD

Everybody loves Earthworm Jim, and now the annelid warrior has made his way to CD-ROM. But wait! This is more than just Jim with better music (and the music is amazing, by the way).

The designers at Shiny have added new stuff and re-tooled all the old stuff, so *EWJ: SE* is really an almost new game! No longer hampered by the

storage limitations of cartridge, they've pulled out all the stops. It's got new levels, new enemies, new bosses, some great new weapons for Jim to throw around, and (hush hush) a new ending!

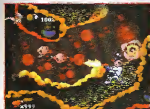
Plus, it's got a few stages where Jim finds himself without his battlesuit! Is the world ready for a naked worm? Gee, I dunno.



And then there's Big Bruty, a high-invulnerable critter who, well, lets just say he doesn't seem to mind getting worms.



Yum, yum! Nothing like a tasty worm!



Uck. Blasting little pustule things inside Dr. Duodenum's intestine level is, well, it left us feeling a lot less like eating than we thought we were.



And here he is, folks, or Jim outside his suit. The suit looks a little proved to be empty too.



New, new, new. That's what's up with *Earthworm Jim: Special Edition*. Like this cool pencil test that starts the game, showing you some moves you've never seen from him before.



## Also Coming



### Flying Nightmares

Domark for 3DO

Originally a great PC flight-sim, this game has already made its way to Sega CD, but this 3DO version looks much better — a lot like the PC version. So 3DO owners will have their first flight sim and a chance to fly a Hammer around destroying hundreds of different objects. We anxiously await a finished version so we can tell you if this is the game dreams are made of or if it's just a nightmare.



### Slam Masters

Capcom for Genesis

Wow! 32 megs of lumberjack-smashing, head-butting action is coming to the Genesis. This arcade translation has already been out for the Super NES, and now the Genesis will harbor 10 comical champions and all their no-holds-barred moves. We're gonna put the people at Capcom in a sleeper hold until they send us a finished version, then we'll pin this game down with a pile-driver review.



### Theme Park

Domark for Sega CD

Practice capitalism by taking advantage of entertainment-crazed citizens. Build your own Theme Park, paying attention to ticket prices, ride speeds, and concession food. Only the perfect combination will lead to a large chain of Theme Parks. When this disc comes in we'll let you know if it plays like Disney World or EuroDisney (jeu).

## Izzy's Quest For The Olympic Rings

U.S. Gold for Genesis and

Super NES

Who's Izzy? Well, Izzy is the official mascot for the 1996 Olympic Games and he represents the spirit of the torch and the Olympic ideal. This game is just the start of Izzy mania — there's going to be a cartoon series, six-and-a-half-story balloons, CD-Rom briefs, Greeting Cards, special Coca-Cola cans, and all kinds of cheesy souvenirs.

In the game Izzy is out to recover magical Olympic rings so he can actually get to Atlanta to compete. Izzy has your usual side-scrolling abilities, like jumping on heads and climbing, along with the ability to morph into a baseball player, a rocket, an archer, a skateboarder, and more. Does all this equal great gameplay? As of yet, we don't know, but by next month we'll have a full report on the little blue guy and you'll know whether Izzy is an Olympic game or a Special Olympics game.



Izzy mania is catching, so be sure to wash thoroughly before eating.



It's a bird, it's a rocket — no, it's another zany side-scrolling action hero.



## Toughman Boxing

Electronic Arts for Genesis



Nothing feels as good as a crushing uppercut! Yes!

EA has got sports games for Football, Basketball, Soccer, Hockey, Racing, Rugby, Baseball, and now the coveted Toughman Boxing license is theirs. This Super Punch Out type game packs in 32-Megs, 24 different fighters, five venues, 14 custom Power Punches, and three fight modes. Fight the CPU or duke it out with a friend using Power Punches like the popeye punch, the haymaker, the windmill, and the head butt. Three one-minute rounds of man to man, knock-down-drag-out fighting.

The variety of options, boxers, and power punches could put this EA title at the top of the weight class, but can it hold up to the champ Super Punch Out. Find out, with our full review next issue, until then keep your hands up and hit low.

## Also Coming



### Syndicate

Domark for Sega CD

This action-packed adventure has already made its way to the Genesis and Jaguar, and now is plotting a takeover of Sega CD. Lead up to eight cyborg agents into the dark world of espionage. With over 50 missions and 50 cities, Syndicate for Sega CD promises to be even better than the Genesis version. When this CD comes in we'll sing like a canary, and tell you if this game is worth torturing or just killing.



### The Punisher

Capcom for Genesis

This arcade translation is in the mode of a Final Fight, you take your character and run from left to right beating up all in sight. You can also play a two-player mode, where you can be the cigar smoker Nick Fury. We haven't played this one yet, but when we do we'll let you know if The Punisher deserves a good spanking or not.



# THE GODS SPEAK

Brand new  
Kung Lao—  
some old hat.



## Our Eye-Popping Interview with the Dudes who made Mortal Kombat III

John Tobias and Ed Boon may not be household names, but their games are. Since the original coin-op's debut two years ago, the *Mortal Kombat* series has continued to defy senators and gain momentum, smashing sales records just as Jax bashes skulls. But are two guys really responsible for all this hysteria? Game Players sat down with John and Ed to talk about where they've been, where they're at, and where they're going.

**GP:** What do you guys think of games that are pretty much blatant *Mortal Kombat* imitations?

**Ed:** You mean like *Way of the Warrior*, something like that?

**GP:** Yeah, that, or I don't know if you've seen a new game called *Tattoo Assassins*...

**Ed:** Oh God, yeah. The ones that are blatant rip-offs... I think that we would've been more bothered by them if they were successes, but I don't think they've taken off. Maybe they don't get what it is about *Mortal Kombat* that makes it *Mortal Kombat*.

**JOHN:** Yeah, it's like they get a bunch of actors and digitize 'em and then they'll have a hit game.

**GP:** Not to spend a lot of time on the whole violence thing, but for the record, do you think that game ratings are the way to go or do you have any standard response to people who would challenge the right to make violent video games?



After being held hostage in *Mortal Kombat II*, Kano returns with some new threats (and some beef).

**JOHN:** Ed, you want to take that?

**Ed:** Ah... I think that if somebody doesn't want their kids to play a game, they certainly should not play the game. We don't target our games at young kids, we always target them at the older adolescents, around '16 or something like that. The fact that there was so much controversy, to some degree was out of our hands, but I think that if somebody doesn't want to play the game, then by all means don't play it. That's all that we can really say, I don't think that you can comment much beyond that.

**JOHN:** I don't think there's anything wrong with putting a rating on a game...

**Ed:** ...Right, it's just like a movie.

**GP:** On to the new game, *Mortal Kombat III*, what can you tell us about the storyline?

**JOHN:** This one takes place on earth this time. There's another realm that exists called the Outworld, and this guy named Shao Kahn sort of ruled there in a kind of dying dimension and he wants to take over earth. When we open in part three, he was successful. He doesn't destroy it, it's not like Armageddon. A portal opens and he takes every soul on the planet, so now earth is sort of a barren place with nothing on it. Shao Kahn is slowly beginning to turn earth into a world that resembles Outworld. Just as the warriors from *Mortal Kombat II* and *I* were chosen, the people who are left in it are the chosen warriors, so Shao Kahn can't take them.

**GP:** Did any of the characters from parts one and two who didn't make it to the third get taken by Shao Kahn?

**JOHN:** Um... places of the story like that are still in development. Some of them were taken, some of them got killed. There's going to be a thing in the back story where Shao Kahn, after he takes the planet, he knows that there are still some warriors left spread out over the planet, so he sends out little bands of warriors to go take care of the remaining humans.

**GP:** So it sounds like the third *Mortal Kombat*, if anything, is going to be even more brutal than the first two...

**JOHN:** Yeah, y'know, when you've got a part one and a part two, you have to do a real good stretch to come up with a third part. In parts one and two the good guys are always winning, and in part three the bad guys come through and the good guys got their backs up against the wall.

**GP:** Will gameplay change at all, or will it basically follow the traditional *Mortal Kombat* formula? Will there be any new major elements involved?

**Ed:** We've built on the existing game play that we have, the whole way that the combos and stuff are done. We've added combos that you can do on the ground, also the ones that we did before where you keep the guy in the air. There's just a much wider variety of things to do with the characters. There are 14 characters and each one of them has just outrageous moves. It's more unpredictable and at a much faster pace than part two.

**GP:** And I suppose that the usual ton of tricks and codes will also be incorporated?

**Ed:** Yeah, we're definitely going to have tons of secret stuff, and whole new features. Y'know how fatalities now seem to be an expected thing in fighting games? We're doing a lot of features now that are going to be of the calibre that they're going to become staples in the fighting game genre in terms of features.

**GP:** There have been rumors, as I guess there are every time you guys start up a new game, that this is planned to be the last *Mortal Kombat*. Is there any truth to that at all?

**JOHN:** No. There are no plans that this is the last one, but there are no plans for another one yet.



Kano looks kinda like Luchas of Borg, don't ya think?

**GP:** What can you tell us about the new characters? Are there any ones that we might have bumped into in the past but weren't able to control, or anything like that?

**Ed:** Yeah, everybody's always wanted to control Goro. We sort of found another way of letting people fulfill that fantasy.

**GP:** What about the other new characters? You said that there were 14 characters total, so I guess that would mean a bunch of new guys...

Goro pils around with one of her short new friends.



You wanted her, you got her — Sonya's back in *Mortal Kombat III*!

There's also a SWAT guy, Sub-Zero's back, there's the cybernetic ninjas guys...

**Ed:** Right, there's these cybernetic ninjas and they sort of represent a new chapter in Sub-Zero's soap opera. Sub-Zero's back, but he's not a ninja any longer. He's taken off his mask, and he roams some of the powers that he had, but he gets double-crossed by his clan and they modernize and have these robotic ninjas, and when Sub-Zero quits they send a couple of 'em to assassinate him. And since these new ninjas are robots, Shao Kahn can't take their souls.

**GP:** What do you guys think of the home versions of the *Mortal Kombat* games?

**Ed:** We were very happy with the *Mortal Kombat II* translation, for the Super NES in particular. And the new Sony Playstation and Ultra 64... we're pretty excited at the prospect of getting our games translated onto those. The Super NES *Mortal Kombat I* we had some problems with, but they more than made up for that with part two.

**GP:** Speaking of the new systems, do you guys have any favorites yet, or are you just sitting back and watching things develop?

**Ed:** Some of the systems are out, but I don't think anything's really been explored as to their total capabilities. I don't know... we'll see as time goes by. Who knew when the Super NES came out that it could do *Dankey Kong Country*? I think there's going to be quite a bit of time before you see the incredible stuff on the new systems.

**GP:** Do you see any trends in the industry? What we might expect from gaming in the future?

**Ed:** You'll probably see a lot more rendered stuff. Everything seems to be moving away from the standard cartoonish stuff. Maybe the *Sonics* and the *Marios* will continue to do well, but I know I bet they'll do a Sonic game that's rendered at some point. It seems to me that the solid characters with no shading are fading away.

**GP:** Yeah, it seems that the same age group that used to like the *Mario* and *Sonic* games want something that's geared towards a slightly older audience.

**Ed:** Right. It seems that as time goes on, the quality of games just keeps getting pushed further and further, and hopefully there's more good stuff ahead because there's just a lot of bad stuff. It hurts the industry a lot.

**GP:** So, are there any other types of games that you guys would like to do?

**John:** Yeah, we had played around with doing a *Star Wars*-type game, if not a *Star Wars* game, but then

*Mortal Kombat I* came out and then we had to do part two and now three. A lot of the existing standards can be redone, kind of like we did with *Mortal Kombat* where the format had been done before, but we just added our own twist to it. The realism, the super-cool graphics, the faster gameplay and stuff like that. I'm sure there's a bunch of stuff that we could potentially do but right now we're so tied up doing *Mortal Kombat* that there's no time.

**GP:** Have players found all of the hidden cheats in *Mortal Kombat I* and *II* yet? Because I know that in *Mortal Kombat II*, for instance, the hidden characters are referred to as "Undiscovered characters from *Mortal Kombat I*". This has led many to believe that they missed some stuff from the previous game...

**Ed:** No... that's really just part of the story. It's supposed to tie the games into one big, long story.

**GP:** So all the codes and characters from the first two games have been found already?

**Ed:** Yeah.

**GP:** Cool. That will put a lot of people's minds at rest, I think. One last question — do you guys ever just walk into the arcade and beat the total crap out of people in *Mortal Kombat*?

**John:** Not anymore (laughing). The kids are getting way better than we are. **GP**

Hey, Jax — what happened to those arms, buddy?



**John:** There are a total of 14 characters, out of which six are from previous games. There's two from part one and four from part two, and then the rest are all new characters. Names are kind of a funny thing right now because some of them haven't been approved yet. There's going to be one completely new boss monster. He's pretty cool. That's all I can say about him. There's Shao Kahn's queen, who is a player character. She's real central to the storyline because it's because of her that Shao Kahn is able to take over earth. She died 10,000 years ago or whatever and she gets reincarnated on the planet and it's because of that Shao Kahn can come over and take over. She's a pretty cool character. She's got real long, flowing white hair that she whips around, and she also can fly. Well, more like hover, I guess.

**GP:** Very cool. I've seen some pictures of an Indian character...

**John:** Yeah. There's one thing about the Indian character — I guess there's been lots of other Indian characters, but this one is more like a modern-day Indian, there's nothing real typical about him. As far as his storyline, when Shao Kahn takes over the planet, the Indian is on an area of land that's sacred to his family and his tribe, so he's protected, and Kahn isn't able to take his soul because of that.

Another guy fights with hook-swords. He wears this big mask and he's got tube's going into his body. When Shao Kahn took over he wasn't able to take this guy's soul, so he sends a group of soldiers and they mess him up pretty bad and leave him for dead, but he manages to survive.



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from musicians who are best known for their song arrangements written for Walt Disney Feature Animation; it's an incredible experience for the entire family.

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- Professional voice actors bring the story to life.
- Simple point and click controls, with multiple difficulty levels make play equally thrilling for players of all levels.



**Now Available for DOS CD-ROM\***



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\*Coming soon to the 3DO Entertainment System and CD-ROM for Macintosh.

# REVIEWS

OK! As promised, we're back again, with more of our famous review intro humor! Hey, did you here the one about... no, wait, that's an old one. A guy and his dog walk into a bar... hmm, can't tell that one — this is a family magazine. How many mice does it take to... uh, the SPCA would sue us if we told that one. Oh, to hell with it — here's the damn review section!

## INFO

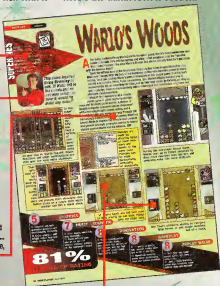
We have no shame! We expose the entire game!

## REVIEWER

Be real nice to this guy — he knows where you live!

## OPINION

We don't lie!! Cross our hearts and hope to die, stick a needle in... err... your eye! Hey, we gotta see to write, you know?



## OUR SCORING SYSTEM

More math than you can stand!

**The Rocket Science:** Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game. Whew! That was hard! Let's go get some beer!

**Graphics:** This category is weighted by a factor of two, 'cuz ya got two eyes. Just kidding!

**Music & Sound FX:** Weighted by a factor of one

**Innovation:** Weighted by a factor of one

**Gameplay:** This category is weighted by eight 'cuz you should play if it don't play

**Replay Value:** This category is weighted by a factor of six. Play it again, Sam?

**Overall Score:** After all the math, the scores come out like this:

100% Flawless	60% Good
90% Excellent	50% Average
75% Very Good	30% Stinky

## GAME SCREENS

Wait! Don't stick that needle in your eye! Check out these way cool screen shots instead!

## GAME PLAYERS ULTIMATE AWARD



Now that you know how we arrive at our scores, we hope you also realize just how hard it can be for a game to get one of these thumbs! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

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GENRE / action  
PLAYERS / 1 or 2  
SIZE / 40-Meg  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Headgames  
AVAILABLE / now  
PRICE / \$59.95



*They still talk about the days when Doug Brunley and his clone would play roll call pranks on his elementary school teachers.*

Back in the last Genesis episode, the X-Men were battling it out with Magneto. This time in *X-Men 2: Clone Wars*, they face off against... a virus? That technological virus, known as the Phalanx, is attacking Earthlings and overtaking their minds, making them nothing more than obedient servants. The good news is that the X-Men are unaffected by the Phalanx; the bad news is the virus has developed several strategies, including the manufacture of X-Men clones, to finish off the only people who can put a stop to it.

Beast, Cyclops, Gambit, Nightcrawler, Psylocke, and Wolverine star in *X-Men 2*, but only one mutant—or two in a two-player game—can be used per mission. Since each X-Man has a diverse collection of weapons and abilities, a little part of the fun in *X-Men 2* is determining which member of the force is best equipped for each stage. With no save feature and fairly challenging game play, *X-Men 2* could have been a very frustrating title. But with nifty tricks per power and strategically placed high-in-power-ups, the game stays interesting and enjoyable instead of baffling. **GP**

# X-MEN 2 CLONE WARS



A screen capture doesn't do the Blizzard so the developer level justice, but it does show the X-Men beheading their official nemesis' tanks or something.



Your life meter is replenished by collecting DNA double strands. The small strands heal by one unit, larger strands heal by three. When the top bar on the meter is lit, the mutant's powers are increased.

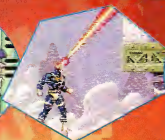


Everett, Professor X's computer, updates you on the latest developments, and gives you orders between levels. It also gives you the chance to change to another X-man.





The constant side-scrolling action is broken up by a few unique levels, like a mine against the clock and a free fall through a tunnel of danger.



Some of the six X-Men — including Nightcrawler, Storm, and Gambit — have chargeable weapons that can inflict big-time damage. But take a second to fully charge, but the end result is worth it.



Beast makes a few radium-powered moves, but his brute strength and tactical mind make him a welcome inclusion.



Pollock, the only female in the group, is one of the three "throwers" (Nightcrawler and Beast are the others) who can cling to walls to avoid danger and reach new heights.



Wolverine has the unique ability to heal himself when his health meter gets critically low. When the meter is at two segments less, it will slowly heal up to a total of 99% health units.

## A SECOND OPINION

I agree with Doug that the controls are simple, but I think this is a fault, not a plus. In the SNES X-Men game you had to pull off Street Fighter-type moves, which made the side-to-side beat-'em-up bearable. In this game, the action is so simple that it becomes boring at times, and instead of using skill to pull off moves, you just end up with sore fingers from pressing the attack buttons repeatedly. Still a solid game, but I'd score this one a bit lower. — *Mike*



### GRAPHICS

8

Graphic effects (especially the first stage blizzard) are impressive.

Some of the jumps and movements are a little jerky/jerky.

### GAMEPLAY

8

Game play is made enjoyable by simple controls for each character.

Strategy is needed to find the right X-Men for the job.

### INNOVATION

6

There are a few unique levels that break up the game's side-scrolling monotony.

This style of game is getting a little old.

### MUSIC / SOUND FX

8

A variety of great background tunes set the pace for each level.

Inclusion of more sound effects would have been nice.

### REPLAY VALUE

7

Six X-Men and a two-player option multiplies the fun.

No save points, so you have to play the first few levels over and over again.

**76%**  
OVERALL GP RATING

GENRE: Action  
PLAYERS: 1-2  
SIZE: 10 MB  
SAVE FEATURE: 1 Slot  
PUBLISHER: Electronic Arts  
DEVELOPER: Electronic Arts  
AVAILABLE: March  
PRICE: \$29.99



# ROAD RASH



*Never a stranger to leathers (or leather bars and cattle prods), Neil West was the perfect candidate to get his motor running and head out on the highway...*

**S**equels are never as good as the original. *Robocop 2* wasn't a patch on its predecessor, the fourth 24-inch 'Meat-o-rama' pizza of an evening is never as appetizing as the first, and *Road Rash 3* is a game that just isn't what it used to be.

*Road Rash 3* is essentially a repackaged version of the same game that EA has been selling to Genesis owners for the last four years. The idea is still to race 15 other riders over a selection of courses, earning money along the way to buy bigger and faster bikes. OK, so there are some small tweaks and improvements, but not enough to make this a worthy purchase if you've got either or both of the other two versions.

So what's new? Well, first and foremost are the additions of three new weapons. Rashers are now able to zap opponents with a 50,000 volt cattle prod, blind rivals with a Mace can, or simply empty an oil can in their path (great for that 'Slip Shidin' Away' feeling). The cool thing is that these are in addition to the original selection, and you can carry all at the same time, alternating weapons as you go.

Two-player mode is fantastic fun. The split-screen makes it kinda tough to see too far ahead, but it's the same for both players.



If you can't afford to buy a whole new bike, a cheaper alternative is to upgrade the one you've got.



Wouldn't be a Snitch or Repo Man? It's a neat alternative to coughing up the cash but can you live with your conscience?

Another worthy addition is the 'upgrade' department in the bike shop. As well as choosing between three different classes of bikes, you can now buy performance, protection, fire and suspension upgrades for smaller amounts of cash.

Add to these enhancements 'Snitch' and 'Repo Man' features (if you're busted or billed for repairs you can't afford, you have the option of going back out and collaring renegade riders for 'The Man' in exchange of payment), more police trying to bust you for speeding and new race tracks around the world, and there's quite a lot here to gloss over the cracks of age.

So buy it if you don't have a previous version, but otherwise stay clear. And c'mon EA—show us something really new, won't ya? **GP**



**CRIZZKKKK!**  
Game Players thinks that weapons like this are shocking! (Never make that joke again — Ed)



Try not to get busted by the cops. Not only do they cost you your potential winnings from the race, but they also slap a speeding fine on you.



It's just you against 15 other riders. Remember, on the open highway anything goes — speeding, violence, jumps.

8

- New animation and extra scenery gives the action a boost.
- The game is four years old, and looks it.

## GRAPHICS

6

## MUSIC & SOUND FX

- Some nifty sound tracks and convincing sound FX.
- But where's the Rock 'n' Roll soundtrack?

5

## INNOVATION

- The addition of new weapons and a custom bike shop is a bonus.
- EA's been selling the same game forever!

8

- EA's '31' it didn't broke, don't fix it! does ring true.
- ...but more could have been improved.

## GAMEPLAY

8

## REPLAY VALUE

- Lots of incentive to earn more cash to get bigger, better bikes.
- ...but if you've got RR or R2, forget it!

**77%**  
OVERALL GP RATING





# TRUE LIES

review

SNES



**ACTION / GENRE**  
1 PLAYERS  
31 LEVELS  
Nintendo - SAME PATTERN  
Activision - PUBLISHER  
Team Software - DEVELOPER  
1994 AVAILABLE  
74% PRICE



Blow the doors off the stalls.

After Darrel Sasagawa reviewed this game, his testosterone level was so high, he grew muscles on his forehead! Now he grooms his hair with Flexall liniment!



I am the party pooper!!!



There's weapons to be found laying around in every level.



Carry on, citizen. I see you have the situation well in hand!



Who said this was going to be just a walk in the park?

GAMEPLAY

INNOVATION

MUSIC & SOUND FX

REPLAY VALUE

- This game is heart pounding, teeth gritting, pure adrenaline!!!
- It's worth playing again just to hear the gun and screams.

- The sound effects are awesome!!! I especially liked the guns.
- The music is just there... it's the same old, same old.

- I like the use of the movie still shots at the beginning of each level.
- The overhead view is very cool!!!

- Arnold's actually quite nubile — use his gymnastics skills to avoid being shot.
- His aim stinks!

- Blood — there's blood on SNES. Of course... it's Arnold.
- Honey, they shrunk Arnold!!! He's a puny little gilly man!!!

74%  
OVERALL GP RATING

# What are you waiting for?

**"This game kicks a hell of a lot of ass!"**

— *Fire Boy1, AMERICA ONLINE*

**"With the six-degrees of freedom, true 3-D game engine, Descent has set the new standard that all other 1st person shoot-em-ups must now live up to."**

— *Jon Selago, Computer 72712450*

**"Wow! At last! A true Doom KILLER!!!!!!"**

— *Patrick Simmons, Computer 720172374*

**"The nasty computer game with graphics that change as if the player is moving in three dimensions."**

— *The Wall Street Journal*

**"Descent is an incredible game. Descent is to Doom as Doom was to Wolfenstein."**

— *Al Hunt, Computer*



## Sensory overload in 360° 3D.

Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

You begin deep below the surface of Lunar Base 1 where an unknown alien race has taken over the chasm of the Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D...move up, move down, shoot everything everywhere. Hang onto your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

And what's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head combat and cooperative two-player modem and eight-player network support.

**Challenge yourself and experience what everyone's talking about!**

**"Descent Kicks BUTT!"**

— *Rick Johnson, Computer 744311624*

**"Doom with a Jet Pack...It's not like playing an arcade game, it's like being in one."**

— *Electronic Entertainment*

**"Descent is superb."**

— *Apogee*

**"The sensation of speed is amazing, and the 3D texture mapped graphics make this game a genuine joy to behold."**

— *PC Gamer*

**"It's Doom with a twist, a turn, and a gravity free flip."**

— *Computer Gaming World*

**"Played it ... and I have one thing to say. Wow."**

— *Sir Ryck, AMERICA ONLINE*

**"If you still have Doom leaded on your HD you're just wasting space."**

— *Big Joe d, AMERICA ONLINE*

**"Fantastic graphics, incredible 3-D animation, support for modems and LANs, music, you name it. The best I have ever seen."**

— *Jon Kirdoxy, Computer 70563,2311*

**"Cool game, just need to find my Dramamine to play it."**

— *Mike Hulen, Computer 74023,3004*

**"Holy Bet farts, Batman!... I have never experienced an enemy intelligence anywhere NEAR the way these robots act. They peek, they fire, they chase you, they take cover, they wait."**

— *Marty Penala, Computer 74147,33*



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3D rotating levels full of mechanical monsters and hidden secrets.

Highly advanced AI with creatures that play, wait and ambush from all sides.

Explosive 3D, multidirectional sound effects and blazing musical scores.

# DESCENT™

17

RECOMMEND FOR  
17 & UP  
Mild violence

GENRE Action  
PLAYERS 1-2  
SIZE 1.5mb  
TYPE PC/CD-ROM / 3dfx, 3dfx, 3dfx  
PUBLISHER Pacific Publishing  
DEVELOPER Shiny Software  
AVAILABLE now  
PRICE \$39.95



*It took a hundred milligrams of Thorazine to get the controller out of Jeff Lundrigan's hands. Then he ran off to write for Soldier of Fortune.*



You've got your pick of four raging death machines. Each one is designed for a different purpose, but they all destroy, destroy, destroy.



#### The Armored Support Vehicle

— slow moving but very powerful. Its mines can knock out anything on the ground, and its rockets are the most powerful weapons you can control. Grind along to 'Hall of the Mountain King.'



**The Chopper** — rain falling death down from above to the tune of Wagner's 'Flight of the Valkeries' — a little obvious, but very cool. Kinda makes you want to either fight or surf.



**The Tank** — a favorite weapon of shock troops everywhere, this creeping harbinger of doom is ready to rock to the sounds of 'Mars' from Holst's 'The Planets.' It's the perfect tool to shake 'n' bake the enemy!



**The Jeep** — built of recycled aluminum beer cans, it can't take much punishment, but it's the only vehicle that can grab the flag and bring it on home. Zip over the ground to 'Flight of the Bumblebee.'

# RETURN FIRE

**M**ajor league cool, *Return Fire's* slogan is, 'Destroy, destroy, destroy!' That pretty much sums it up.

This is 'Capture the Flag' played with military hardware for at least graphics that look like military hardware. The idea is to pilot your chosen assault vehicle — choose from a tank, an attack chopper, or a missile-equipped APC — through hostile enemy territory, blowing stuff up as you go until you uncover their flag. Once all resistance is wiped out, send in the jeep and grab that sucker, then high-tail it back to your base.

It's a complete blast, but what really sets this game apart are the extras. The battlefield scales in and out as you zoom around, buildings don't just explode, they crumble to the ground, and the hapless enemy infantry leave a nice greasy streak when you grind them under your treads. But best of all, each vehicle has its own classical theme music — 'Mars' from Holst's 'The Planets' for the tank, Wagner's 'Flight of the Valkeries' for the chopper, and so on, booming out in full-blown Dolby Surround.

As a one-player game against the computer it wears thin after a while, but the split screen two-player mode is a party game from hell! You have no idea what a ruckus this game caused in the office. Destroy, destroy, destroy! **GP**



If you and the weapons platform of your choice take too much punishment, this evil grinning skull soldier takes your tank crew to Valhalla, or wherever, and you've got to start all over again, a man down.

## CHOOSE YOUR WEAPON

*So much hardware, so little time...*

# DESTROY, DESTROY, DESTROY!

Ah, nothing like a game where you can blast anything that moves, and everything that doesn't!



There's over a hundred different territories to play in, and the layout gets really, really complicated at higher levels.



Oh, and watch out for those enemy choppers. They show up about level four, and by level nine [the highest in the game] you can expect five or six at a time swarming around.



But revenge is sweet. Infantry tents make a nice satisfying squish when you run 'em over.

## DESTROY YOUR FRIENDS

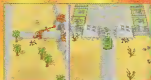
It's always better when you can blow up your best buddy instead of a computer.



Victory is yours! Well, at least until next time. Wars have a way of coming back around again.

### A SECOND OPINION

Not only did Jeff continually destroy me in this great game, but then he went and stole my Thorazine. I was on my way to capturing his flag, when the little punk knocked out the only bridge I could use to win the game. It's strategic moves like these that make Return Fire's two-player game a complete blast. Also, the variety of set-ups and bases keep this game completely fresh from game to game. I hate losing, but I still love this game, which says something. — Mike



Here's the real deal — Return Fire's split screen two-player mode. Cut your opponent's bridges, mine all the roads, then sail over in your chopper and rain missiles down on his hapless HQ. Wah-hoo!



### DON'T PLAY IT, DO IT!



### BE ALL YOU CAN BE...

Oddly, this is the screen you get every time you pause the game. Yeah right, as if a video game could prepare you for sweating to death inside an APC.

### GRAPHICS

9

### GAMEPLAY

9

● Gorgeous zooming in and out, bollo explosions.  
● Well, the graphics are still sort of simple, you know?

### INNOVATION

8

● Doesn't look or feel like anything else around.  
● 'Capture the Flag' is hardly innovative.

### MUSIC & SOUND FX

10

● The music is amazing in full Dolby Surround sound!  
● Enemy choppers splash when they're blown out of the sky!

### REPLAY VALUE

9

● In two-player mode, you never get bored.  
● In one-player mode, you're gonna get bored.

**90%**  
OVERALL GP RATING



GENRE / action  
PLAYERS / 1 or 2  
SIZE / 10 meg  
S.V.S. FEATURE / continue  
PUBLISHER / Nintendo  
DEVELOPER / Lucas Arts  
AVAILABLE / 9/90  
PRICE / \$49.95



# METAL WARRIORS



*This game gave Jeff Lundrigan a Voltron flashback so intense, he had to be forcibly restrained from trying to chop his fellow editors in half with a Blazing Sword! Talk about a close shave!*

**Y**ou'd have expected a little more innovation from the combination of LucasArts and Konami, but while Metal Warriors isn't bad

for what it is, it ain't like the world needed another armored robot game. This is standard (although extremely challenging) side-scrolling action fare. There's nine missions, in a variety of different styles of armor, some of which you can even find during the missions by capturing enemy armored suits!

The graphics are a cut above average, but there's not much here you haven't seen before. It does, however, provide a decent challenge. Like a lot of action titles released through Konami, the difficulty level is, well, up there, with one or two missions that are sure to have you tearing the hair off any hapless pets or siblings who happen to be around.

It's also worth mentioning that a good bit of this cart's meg size is taken up by the lengthy cut scenes. They're mildly impressive at first, less so as time goes on, since they all begin to look the same after the first two or three. Still, they add a lot of atmosphere.

Oh, and there's another added bonus—the game includes a feature that lets two players go



The game is challenging to the point of making you grind your teeth. Defending your own spaceship in the slow-moving, non-flying Prometheus against more agile enemies is only the fourth mission!



And, after you've completed the missions, try taking on a friend in the head-to-head combat mode. It's good for a few kicks.



The game begins, ends, and in-betweens with a lot of nicely done cut scenes—although, since they don't move much, they get old after a while.

head-to-head. Each player takes the armored warrior of his choice and the two of you get to run around taking shots at each other. This gets old kind of fast, but it's good for a chuckle or two.

If you're looking for something new, look elsewhere, but hungry action fans should eat this title up—it's good looking, challenging, and has a lot of variety. The worst thing you can say about it is that you've probably played something a lot like this before. **GP**



While you start most missions in the Nitro battlesuit, you can find plenty of different war machines to hop into during the course of each mission. Variety like this goes a long way.



There's a pretty wide variety of terrain as well, from space stations, to ice planets and molten worlds.

8

## GRAPHICS

- Looks nice, and the cut scenes are great.
- The designs aren't exactly inspired.

8

## MUSIC & SOUND FX

- The music's overbearing, but it works.
- There's an awful lot of white noise variation sound FX.

6

## INNOVATION

- Lots of odd-looking robots to jump into.
- Nothing here you haven't seen before.

7

## GAMEPLAY

- It's intense and challenging.
- Some of the stages are more frustrating than challenging.

8

## REPLAY VALUE

- There are lots of different ways to conquer each stage.
- Nothing new here—it gets dull quick.

**74%**  
OVERALL GP RATING



# WARLOCK



Genre: ACTION  
Players: 1  
Play: 1-2  
Save Feature: Yes  
Training: Interactive  
Publisher: Hudson  
Developer: Hudson  
Row: 10/15/91  
\$49.95 / PRICE



Use your Orb to get these hard-to-reach items.

The day has come once more, and you have been chosen to prevent the rebirth of the Warlock. Once every Millennium, when the sun aligns with the moon, he walks the Earth. Your only hope to save yourself and the rest of the Druid civilization is to use the power of the Sacred Runestones. However, the task is not an easy one. The six stones are scattered throughout time, and lie in many different far-away lands.

Using the powers taught to you by your ancestors, you travel

through time on a quest to find the sacred stones. Armed only with a most efficacious lightning blast and a mystical Orb, you battle the many legions of the Warlock's evil forces. However, his powers are many, and can conjure up the help of supernatural forces, the likes which have never been seen before. Your journey brings you face to face with the undead, as well as

numerous animated statues, not to mention ghostly monks and other assorted evildoers. These sentries lie in wait for you on your quest.

As you travel through time you venture into caverns, come across ancient castles, and search the land to the ends of the Earth. Your quest is a long and difficult one. Keep your strength up with the help of the elusive magic potion. Other helpful items include a blue sphere which gives you an extra life and various other items which have mystical powers you can use to prevent the rebirth of the Wicked Warlock, and save your kind.

At first I thought this game was too easy. The more I played it, I realized it was just too boring. Some of the characters take too long to die, or I should say, require too many hits. Get serious, you can grow old in the time it takes to kill some of these guys... next!!! GP

*We knew that Darroll Sasagawa knew everything there was to know about warlocks, but what we didn't know was that he learned it all from watching 'Bewitched.'*



There are many special items to be found.



Don't waste your time on the Warlock so early on in the game.



Get up close and stay low to avoid getting hit, then fire away.



After the first few hits, let him move in a little, then finish him.



## GRAPHICS

6

## GAMEPLAY

6

- Smooth character animation and nice backgrounds.
- It's nothing to write home about.

## INNOVATION

6

- The talk, tale-like introduction sets the tone for the rest of the game.
- The rest of the game is monotonous.

## MUSIC & SOUND FX

8

- The organ music in the Castle was cool.
- I wish I could say the same about the sound effects.

## REPLAY VALUE

4

- If you liked the movie, then this may be for you.
- It wasn't much to my liking.

**43%**  
OVERALL GP RATING





GENRE / Fighting  
PLAYERS / 1 or 2  
SIZE / 32  
SAVE FEATURE / none  
PUBLISHER / Acclaim  
DEVELOPER / Probe  
AVAILABLE / now  
PRICE / \$69.99

# MORTAL KOMBAT II



*All the girls knew Trent Ward's finishing moves — the jacket tossed over the shoulder, the casual puff on the smoke, the whispered 'Pity me!'*

When *Mortal Kombat II* stormed homes last year, it spread joy and pain across the televisions of the world and launched controversy after controversy about the future of video game violence. While the game was released for both Super NES and Genesis, most agreed that Nintendo definitely had the competitive edge both in gameplay and in flash. Now, with the help of Sega's new 32X attachment, Acclaim has re-released the arcade hit with all the powerful look and feel of the original stand-up.

The first improvement fans notice is the elimination of the grainy look that plagued the first Genesis release. Throughout the title, animation has been improved, moving swiftly and smoothly without any noticeable slowdown or jerking. For the 32X, the game is a first chance to truly show off

some of the advances that its improved graphics engine can offer Sega players.

The 32X comes through on the audio side as well. Unlike the original Genesis cart, which delivered an unpleasantly bawling soundtrack and rough digitized effects, *Mortal Kombat 32X* delivers a truly great sound experience.

These changes reflect what are perhaps the biggest differences between this cart and its 16-bit predecessor, and are immediately noticeable after only a few minutes of battle. But the true test of any fighting cart isn't in the extras, it's in the actual play. Here, too, the 32X excels.

The new cart plays far better than the Genesis version of the same game. Response is quick and



All those pleasant fatalities are still there for your very enjoyment.

active, and hits look like they actually make contact with the characters — no more near misses that send your player flying across the screen.

There's no doubt that the changes have made a much better fighting game, but the bottom line here is that it's not that big. Just like with *Mortal Kombat II* right around the corner, most fans will agree that a new version of *Mortal Kombat II* is pretty much old news by now. Furthermore, even with the new changes and enhancements, the game doesn't

look or play any better than the original SNES cart did. If you're a huge MK fan, and you're willing to shell out \$150 bucks for a 32X that will give you the same gameplay as a \$70 SNES cart, then you're in for a treat. Otherwise, my advice is to wait for something that's actually new. **GP**



The secret area is all represented, and the hidden blood pool has never looked better.



Brake's apparent is a blessing compared to the bite of those slicing blades.



For the rapid attack fans, Liu Kang and his blinding fireballs are the only way to go.



Subtlety and speed are the best methods to employ against the shape-shifting Tsun.

## CHOOSE YOUR FIGHTER



The cast of characters is the same, but the look is far better than the ghost of Genesis past.



Kitana's fan swipes are an excellent tool for knocking off the on-disc attack fans.



Kung Lao's sliding jump kick is best used to surprise careful opponents.



Friendship and Sub-Zero are all contained within the game's nice handwriting art.



Johnny Cage's shadow kick can cover a lot of ground pretty quickly. Keep a sharp eye out and a hand on the block button.



Tawna can give his enemies a taste of California flavor with his devastating ground punches.

## A SECOND OPINION

I think Trent hit the mark pretty well, except that I thought the graphics, animation, and control were an improvement not only on the Genesis version, but also the SNES. It ticks. That having been said, it's still MKII — great game, but one that's been around for a while. I'm not bored exactly, but Trent's right, with MKIII right around the corner, I'm ready for something more, and there's nothing new here except that it's graphically better than it was. — Jeff



Scorpion's harpoon attacks feed in and out smoothly with no jerk or flicker at all.

### GRAPHICS

8

### GAMEPLAY

9

- Good-looking, stills, smooth animation, and fast action make this one hot act.
- There's nothing here we haven't seen on 16-bit.

### INNOVATION

4

- Good use of the 32K technology in improving an existing game title.
- It's an old game, and there's nothing new here to scream about.

### MUSIC & SOUND FX

8

- There's solid sound effects, and a fast-paced crisis soundtrack.
- It needs a little more variety in the choice of samples.

### REPLAY VALUE

6

- Two-player option and variable settings make for endless fun.
- Just about everybody has already played this.

**76%**  
OVERALL GP RATING

GENRE / RPG

PLAYERS / 1

SIZE / 10 MBs

SAVE FEATURE / battery-backed

PUBLISHER / Atlus

DEVELOPER / Nektech

AVAILABLE / none

PRICE / \$59.95



*In an effort to get into the spirit of this copycat game, Mike Salmon spent hours on the office copier, xeroxing his butt! He finally quit after getting a dark, rich tan!!!*

# CRUSADE OF CENTY

He's fourteen years old, puberty has cruelly attacked his skin and his body's urges have forced him to the humiliating task of flipping through National Geographic in search of nudes. Yeah, and this is the guy I want carrying a big sword and saving our kingdom! Nope, don't think so. However, in *Crusade Of Centy* it is your job to control a puberty-infested fourteen-year old (never an easy task) through a world of dangers in order to save the kingdom.

*Crusade Of Centy* is *Zelda* for the Genesis. You hack down shrubs to find money and lives, hit switches with your sword to open up new pathways, power up your sword for long range attacks, and you gain powers to jump and run faster. There's also accelerated jumps and an ice weapon. There's just one problem.

The hero looks just like *Zelda*, but with a purple hat, while the scenery is very similar to *Zelda* 1. This isn't the first game to blatantly copy another — actually it's just one of many — but it is one of the few to do it extremely well. After all, *Centy* is still a fun game; filled with huge quests, variety in gameplay, puzzles, and plenty of arcade action.

What does *Centy* have that *Zelda* didn't? It's got *Sonic*, a little sharper graphics, and that about covers it. However, *Crusade Of Centy* is the best *Zelda* clone yet and the closest

Genesis owners are ever gonna come to *Zelda*. So if you like your RPGs filled with action and your heroes with purple hats, *Crusade Of Centy* is a great choice. **GP**



Yeah, if her bodyguard had whacked a couple more skaters, she'd be wearing the gold.

Naming your own character is always a big plus!

Check out the footprints in the sand. Now make crazy patterns. Neat, not gameplay enhancing, but neat.



Here's *Sonic* leaping around spending Sega's money on Mai-Tails and suntan lotion. Mr. Superstar adds a mild dose of humor.



courage to jump, thanks to that helpful hare.

Is it the shoes? No, it's the

Was that left or right at the fork in the road? And where's the fork?



Jumping from ledge to ledge in the howling wind is next to impossible and a real pain in the butt.

6

## GRAPHICS

- The world of *Centy* isn't gorgeous, but it's still adequate.
- I'm getting tired of little, fat, RPG guys.

6

## MUSIC & SOUND FX

- Sound FX are good, what few there are.
- Music that has you pulling your hair out!

6

## INNOVATION

- Learning moves on the run and footprints in the sand are great!
- This is *Zelda 3* for the Genesis.

9

## GAMEPLAY

- A good mix of RPG and action elements keep this game going.
- Storyline is shallow, but keeps you playing.

8

## REPLAY VALUE

- Learning new attacks keeps you playing.
- This game can be very frustrating!

# 80%

OVERALL GP RATING

# METAL HEAD

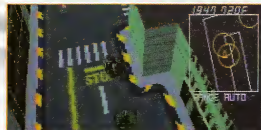


mech / GENRE  
1 / PLAYERS  
24 mechs / \$122  
none / SAVE FEATURE  
Sega / PUBLISHER  
Sega / DEVELOPER  
now / AVAILABLE  
\$69.99 / PRICE

*Clambering into a towering mechanical robot warrior was Neil West's idea of fun, until his girlfriend found out!*



The 'birds eye' view is useful for when you want to see around the corner without exposing your mech.



**Y**ou of *Metal Head* is a mech game for 32X. It's not a bad mech game, but it's really not a very good mech game. Here's the scoop — terrorists have purchased a bunch of mech weaponry from Death-R-U (actually, I just made that last bit up), and are intent on taking over the world. You are mankind's last chance, etc. etc. The World Federation thrusts the keys to a mech suit into your hands, and tells you to go get 'em...



A grenade launcher and a chain gun are the weapons you start out with. Alternate between them by pressing C.

There are four battle scenes (city, suburb, farm and forest) to be cleared of nine different types of enemy robots. And in each terrain you must complete a number of levels before progressing to the next. Depending on how much death and destruction you wreak in each level, you earn cash with which you can kit up your mech for the next skirmish. You can also buy new weapons: Hammer Knuckles, Chain Guns, Grenade Cannons, Missile Launchers, Flak Mines and Lasers — all are available for a modest fee throughout the game.

So what's the problem? Well, somehow *Metal Head* just doesn't seem finished. The scenery appears and disappears in large chunks as you stride (or jog) your way around the levels. The six *Virtua Racing*-style choice of views is fun to fiddle with, but ultimately useless — and the two

'side' views are simply laughable. The radar screen is superimposed over the action, so 99% of the time you can't see either the action or the radar properly. Enemy mechs on the edge of your vision unconvincedly flicker 'on' and 'off' as the 32X decides whether to draw them or not. The explosions are simply dreadful — destroyed opponents simply fall apart in slow motion and there's no two-player mode (blasting a buddy in a robot suit would have been cool).

32X has had some real clunkers over the last couple of months. *Metal Head* is almost another one. Here's our advice — rent this game if you want, but don't buy it. **GP**



Enemy mechs explode unconvincingly. It looks more like one of those speeded-up films of buildings eroding over decades.

But don't — DONT — bother with the side view. You just get dizzy and fall over.



At the end of each level you get a stat report of how you did. The faster you can destroy your opponents, the more cash you can earn.



## GRAPHICS

6

## GAMEPLAY

6

- Earning cash keeps you on your toes.
- No two-player mode? Blasting a buddy would've been cooler.

## INNOVATION

5

- It's a mech game, with *Virtua Racing*'s view options.
- There's nothing here beyond *BattleZone*.

## MUSIC & SOUND FX

7

- Rocky soundtrack and pretty good FX.
- More sampled speech from your own mech would have been cool.

## REPLAY VALUE

6

- Buying new weapons and earning could keep you coming back.
- No two-player mode kills this game dead!

# 60%

OVERALL GP RATING



GENRE: RPG  
PLAYERS: 1  
SIZE: 24 MB  
SAVE FEATURE: save any time  
PUBLISHER: Sega  
DEVELOPER: Ancient  
AVAILABLE: May  
PRICE: \$49.99



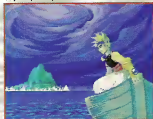
**Killing monsters, solving puzzles, talking with stationary family members and dodging potential Disney lawsuits is right up Jeff Lundrigan's alley!**

## ANOTHER ADVENTURE BEGINS

*He's a prince, he likes to look for treasure. Any questions?*



Ali's adventures begin in a cave, where he finds the mystic Gold Armlet. Many great adventures begin this way.



Then the island stinks under him [is Disney watching this?]



And when you do find the spirits, they're a big help. The Fire Spirit, Effret, likes to beat on enemies with his flaming fists.

# BEYOND OASIS



Unfortunately, that's about as much story as this game has. Talking with folks isn't Ali's strong suit, and even his family is sort of static and close-mouthed. No melodrama here.

On the action side, while the characters are a decent size, the control is just a little wonky. Most of the time your character does what you expect, but once in a while things line up in strange ways, and some of Ali's more powerful attacks are executed in ways that make them less than useful. Heaven help you during the few places that require precision jumps—the same button you use to jump also makes you duck if you hold it, which goes against the traditional, "hold the button if you want to jump far" rule you find in most games. You have to just tap the button to get airborne, and if you hold it, Ali hunkers down and doesn't move too well. You get used to it, but there's a frustrating stretch where you keep crawling off edges.

Things are stronger on the RPG side. The game is huge, and filled with enough nasty puzzle palaces to keep you up nights. But then, while it's long on challenge and sheer size, it comes up short on personality. Ali hardly ever talks to anyone, and when he does, the conversation is less than sparkling. His family sits on their little thrones and don't move much, and the subject never strays beyond "go here and do that."

But in the end, it looks great, packs a high level of challenge, and it sure occupied my time painlessly enough. To get this review in under the wire, I had to play it straight for a long stretch—which usually leaves me testy and bored. In this case, I kept wanting to go back. Get the picture? **GP**

## FRIENDS AND ENEMIES

*Meet friends and beat unsuspecting monsters.*

Most of Ali's quest takes him in search of the four spirits—Water, Fire, Shadow, and Plant—who are commanded by the armlet. It's a pretty typical RPG quest, but it works.



And of course, there is a bad guy. He's the one who owns the Silver Armlet and commands evil Gotta have someone evil.

## RPG STUFF APLENTY

*Beyond Oasis takes some RPG staples and leaves others — kind of like a salad bar.*



The game includes an Automapping feature which not only shows you where you are, but where to go next. It's handy, but I'd rather talk to folks and figure it out for myself.



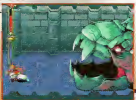
Also, don't bother looking for shops (in fact, don't bother looking for towns). This guy doesn't actually sell anything. Most items, like food to restore Hit Points, are found on the road or dropped by monsters.



All learns new combat skills as the game continues, but some, like his spin attack, aren't that easy to do in combat, and while they look cool, they wind up not being that useful.



And for an action/RPG, this game packs in some pretty big, impressive looking boss creatures! They're huge, they're mean, but most are surprisingly easy to beat.



## A SECOND OPINION

I agree that there isn't much new going on here, and that the absence of various towns and shops is a disappointment for RPG fans, but I still think that tips could end up being one of the better Genesis titles this year. The graphics are some of the most impressive I've seen for the system, with gigantic bosses that stuff the entire screen! It plays like a cross between Sega's *Aladdin* and the *Zelda* games, so fans of both should be in for a real treat. — Chris



## GRAPHICS

8

## GAMEPLAY

7

- Generally controls well, and keeps you interested.
- Turns and attacks are sometimes too complex, or not too useful.

## INNOVATION

7

- Forget money and shopping trips, concentrate on action and puzzles.
- One more quest for mystic stuff — yawn.

## MUSIC &amp; SOUND FX

8

- Most of the music is top-notch.
- Some of it has a funny, almost 8-bit feel.

## REPLAY VALUE

8

- Lots of stuff you might miss. Reason enough to try again.
- Hey, it's a big RPG — you got 60 more hours to kill again?

**75%**  
OVERALL GP RATING





# SYNDICATE

GENRE: Strategy  
PLAYERS: 1-4  
SIZE: 2.5 MB  
KEY: Keyboard, Joystick  
PUBLISHER: Atari  
DEVELOPER: Ocean Software  
AVAILABLE: 1995  
PRICE: \$49.95



*When he visited the fortune teller, Trent Ward was amazed to learn that he would die in a backyard tomato patch, with cotton balls and an orange peel in his mouth!*

**S**o you say you wanna run the world just like Marlon Brando ran his family in *The Godfather*? You know, lots of guns and violence and car chases? Well, buddy, have I got a game for you!

Take control of a team made up of bio-enhanced clones who took the total weaponry your scientists have come up with, and blast through mission after mission with the final goal of conquering the world. Missions range from simple assassination sorties to



When equipping your soldiers, you've got to be careful that you give them enough variety to be able to survive any surprise encounters.



By allocating some of your funds to research your scientists can discover even more devastating weapons and tools.

The guards' bark is worse than their bite. A little care with your trusty shotgun should clear you some breathing room.

the more difficult captures in which your team has to electronically employ important personnel and escort them from the site. Control is hard to get used to, but after a few missions it becomes invisible and it's hard to imagine it any other way.

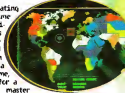
Game effects are impressive and quick, the small bodies thrown about by shotgun blasts like ragdolls, bleeding in small pools afterwards. Not a game for the faint of heart, *Syndicate* is full of terminal scenes, enemies (and innocents) falling apart in explosions and staggering around in flames when they get too close to a flamethrower.

Although it's hard to learn, and continues to be difficult (especially in the higher levels) as the game progresses, *Syndicate* is a strategy test for any one who likes plotting or planning through a major siege.

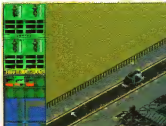


If you need to get away in a hurry, or you just want to clear away some pesky pedestrians, the ground car is the vehicle of choice.

Defeating the crime syndicates of the world can take a long time, but for a master enforcer like yourself it should be a breeze... right?



It's one of the best Jaguar games yet released. **GP**



7

## GRAPHICS

- The far view lets you catch all of the action in a city block's radius.
- ...but you can't see any detail.

6

## MUSIC & SOUND FX

- Solid sound effects and soundtrack.
- After a few minutes you've heard everything it has to offer.

9

## INNOVATION

- One of the most unusual approaches to a strategy game.
- Everything about this game is unique!

8

## GAMEPLAY

- Tons of fun, with just enough difficulty for most gamers.
- What the game really needs is a mouse...

8

## REPLAY VALUE

- Password feature lets you pick up where you left off.
- Finish the game, and there's not much more to do afterwards.

**78%**  
OVERALL GP RATING



# WARIO'S WOODS



**Puzzle** GENRE  
1 or 2 PLAYERS  
3 Hours + SIZE  
Nintendo BACKLIP S/W FEATURE  
Nintendo PUBLISHER  
Nintendo DEVELOPER  
AVAILABLE NOW  
1995 PRICE

**A**fter being banished from Mario Land in his debut game, Wario's found some new real estate to invade. He's evicted sprites and other forest creatures from the Peaceful Woods and renamed the area Wario's Woods. But did he actually think he'd get away with the heinous deed?

Toad, the official hero of the Mushroom Kingdom, has taken it upon himself to stop Wario's evil ways. With the help of the homeless sprites who have the power to make bombs, Toad can destroy Wario's army of monsters in this puzzle game. But this isn't exactly a remodeled Tetris. Quite the contrary, 'cuz Wario's Woods requires you to maneuver the pieces once they've fallen, not on their way down. By kicking, picking up, and/or placing three or more similarly colored monsters and bombs in a row, Toad can eliminate those nasty monsters.

What at first appears to be a simple puzzle game is given depth by its challenge and its many game modes. A human or (tough) computer opponent can be challenged with a two-player split-screen option, and a Round Game lets you work your way through 100 increasingly difficult rounds. Fortunately there's a Lesson Mode to explain the complicated controls and general strategic principles needed to have a chance against Wario and his minions. **GP**



During the one-player Round Game, Wario pops up at timed intervals to drop more monsters into the bin and generally make life more difficult.



Matches are made by aligning three or more monsters and bombs of the same color. Matches can be made horizontally, vertically, or diagonally.



Toad gets most of his work done by picking up bombs and monsters and placing them elsewhere. One button picks up a single item while another can lift a whole stack.



If Toad's hands are full (and even if they aren't), he can kick things into the right spot.

## GAMEPLAY

## REPLAY VALUE

- Just like any good puzzle game, it's very, very addictive.
- Just a high learning curve may frustrate some before they get hooked.

- If you're a puzzle fan, several modes give you a lot of gaming.
- Numerous controls prove more challenging than one-button puzzlers.

*This game inspired Doug Brumley to ask, 'If Wario fell in the woods and no one was around to hear it, would he make any noise?'*



In two-player mode against the CPU, you face a variety of computer opponents on your way to Wario himself. Chain reactions and other combinations provide your foe with extra challenges.

Use Toad's climbing ability to retrieve high bombs or pull single monsters out of a stack.



## GRAPHICS

## MUSIC & SOUND

- Once again, unmistakably Nintendo.
- Some effects clue you in on special attacks without looking at the opponent's board.

- Colorful, animated graphics are unmistakably Nintendo.
- Crisp graphics and bright colors help you work on the puzzle.

**81%**  
OVERALL GP RATING



GENRE / Action  
PLAYERS / 1  
MEGS / 3  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Sega Software  
AVAILABLE / none  
PRICE / \$54.95

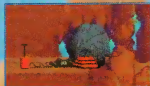
# DESERT DEMOLITION



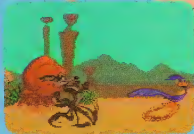
Now that Vinny DiMiceli is helping Wile E. Coyote catch the Roadrunner, Acme Supply Company's stock has gone through the roof, as have health care costs!



Spring shoes supplied by Acme help the coyote get a bounce on things.



A boulder on the head flattens the Coyote!!!



It's tough to see in stop action, but these chase scenes are great at full speed!

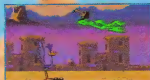
This game wasn't as much about catching the Road Runner (or avoiding the Coyote) and was more about actually finishing the game. I was hooked.

Plus, it's two games in one. Although it takes you through the same sequences, the areas are changed around to compensate for which character you use. When you're the Road Runner, areas include loops and ramps to help speed you along. As the Coyote, you're offered an assortment of Acme products. These features make the game quite different when you decide to switch characters for a change of pace.

Like I said earlier, the game is a bit easy. So don't expect to be playing for months. You figure it out within a couple days. But don't let that dissuade you from purchasing it. Even if you're not a fan of the Warner Brothers cartoon show, you're still gonna love *Desert Demolition*. **GP**



Wile E. can barely control his rocket skates!!!



As the Road Runner, you have to avoid the coyote by all things his Batman suit.



As with all Looney Tunes, you've got to look out for those falling anvils!

10

## GRAPHICS

- Absolutely perfect, even when the Coyote runs at full speed!
- The Road Runner is perfect in every way!

10

## MUSIC & SOUND FX

- The music is great from the opening titles to the closing credits.
- The sound effects are top notch.

5

## INNOVATION

- The background music plays and reacts to how you're moving.
- Generation, it's your basic scroller.

9

## GAMEPLAY

- Controlling Wile E. while he's using his gadgets is challenging.
- The Road Runner is all speed, nothing else!

6

## REPLAY VALUE

- As much fun to watch as it is to play.
- It's just a little bit too easy for my gaming taste.

79%  
OVERALL GP RATING

# The Adventures of BATMAN & ROBIN



action / GENRE  
1 or 2 / PLAYERS  
30 / MEGS  
none / SAVE FEATURE  
Shogun / PUBLISHER  
Clockwork Zentropa / DEVELOPER  
none / AVAILABLE  
\$59.95 / PRICE

**B**atman and Robin were a team in my day. Everywhere the Caped Crusader went, the Boy Wonder was sure to follow. They ate, drank and fought crime together. They were so inseparable, people started to wonder about them.

But these days things are different. Batman and Robin can't be found together at all. I guess all the years of male bonding forced Dick Grayson to file a restraining order against his good friend Bruce Wayne.

So I was pleasantly surprised when I found out Batman and Robin would at last be together again in Shogun's *The Adventures of Batman and Robin*. Unfortunately, they're only together in the two player version. You get to fight the goons of the evil Mr. Freeze, who plans on putting a big chill on troubled Gotham City. Playing the game by yourself leaves you wondering why they didn't title it *The Adventures of Batman Or Robin*, since you can't be both things.

This game isn't a show stopper, even though its graphics are great and the violence is excessive, it never gets to be any fun. The only difference between the characters is how they look. They go through the game using the same moves and getting the same results. It stops being fun after a while.

So don't go out and sell your Batman pajamas to get up the cash to buy this game. Leave them right where they are, I promise you—even the most intense Batman fan won't lose sleep over not owning this one. **GP**



Batman and Robin—in all their glory!!



Many things come out of the garbage pail, including power-ups and cats.



This sequence, which has you flying high above Gotham City, is a technological breakthrough—but it quickly becomes kinda tiresome.



Fight scenes are cool—but it doesn't take much effort to get the job done.

*Holy calories, Batman! He tried to follow in Adam West's footsteps, but Vinny DiMiceli couldn't fit into the tights! He could, however, do the infamous Bat-dance!!!*



Look! It's Batman! On some Bat-jetpack! Inside a... beehive?

Oh my God!!! They've defaced the picture of Batman! Is nothing sacred? Have the villains gone too far?



## GRAPHICS

9

- Good opening and colorful intermissions.
- This game pushes Genesis technology to new limits!

## GAMEPLAY

4

- Challenging...
- ...but only if your thumb cramps up from hitting the fire button too many times in a row.

## INNOVATION

3

- Some people danced to the techno beat, which could be good or bad.
- Robin wasn't allowed to drive Batman's toys.

## MUSIC & SOUND FX

5

- The soundtrack is pumping techno.
- The sound effects are, for the most part, a non-factor.

## REPLAY VALUE

3

- Some might try to finish it.
- But the game may tend to get a little bit tiresome.

**43%**  
OVERALL GP RATING

# HAND HELDS



After reviewing two pigskin carts for the debut edition of our *Hand Helds* section, **Doug Brumley** got a **Boo Boo**, but that didn't stop him from swiping everyone's picnic basket! Where's the forest ranger when you really need him?

## MADDEN NFL '95

**System:** Game Gear •  
**Publisher:** EA • **Developer:** Tiertex •  
now available • \$39.99

### RATINGS

- 7** GRAPHICS
- 8** MUSIC & SOUND
- 6** INNOVATION
- 8** GAMEPLAY
- 7** REPLAY VALUE

**OVERALL 74%**

**H**ere's a game that adds new meaning to the football phrase, "in the pocket."

*Madden NFL '95* for Game Gear lets you take a faithful SNES or Genesis *Madden* experience along for the ride. Of course, the game is limited by the Game Gear's capabilities — there's



All NFL teams, including player rosters, are at your disposal in exhibition, season, and playoff modes.



Mr. Madden sets the stage for each game, then chimes in to contribute his unique 'Maddenisms.' John is almost too big for the small screen!

# HAND HELDS

quite a bit of screen flicker and the players are fairly small.

As far as controls go, passing is relatively easy to accomplish, but the two buttons on a Game Gear force you to cycle through receivers rather than throwing the pass to the player corresponding to a specific button. The running game is a different story, since small sprite size and an aggressive defense often combine to drop you for negative yardage. Drives, hurdles, spins, and speed bursts help out with the ground game, but even with these additional moves it's tough to beat a defender.

Don't kid yourself. *Madden NFL*

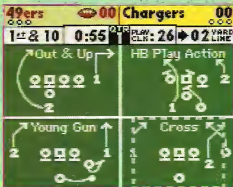


Check out the position-by-position team match-ups before the game, then examine the stats after each half.

'95 for Game Gear doesn't live up to its namesake on Genesis or SNES, but it is very solid, enjoyable, portable pigskin entertainment.

## NFL QUARTERBACK CLUB

**System:** Game Gear •  
**Publisher:** Acclaim • **Developer:** Condor •  
now available • \$49.95



Air it out! Passing is the way to move the ball in a hurry in this game, with a receiver corresponding to each Game Gear button.

**A**nother fun gridiron cart for Game Gear comes out of Acclaim's offices. *NFL Quarterback Club* brings together the league's best QBs to make a simple yet enjoyable football game. Unlike the Genesis and Super NES versions there is no quarterback challenge, just helmet-to-helmet football action.

Unlike *Madden*, and most football sims, the field scrolls horizontally instead of vertically. While this cuts down on graphic flicker along the line of scrimmage, it often results in the disappearance of the quarterback, running back, and any defensive safeties that happen to be positioned along the same horizontal plane. A



For a change of pace, *Quarterback Club* gives you the option to play with Xs and Os instead of players.

unique feature of *Quarterback Club* is the choice to use Xs and Os for regular player sprites.

As in *Madden*, exhibition, seasonal, and playoff modes are offered. There are six general play groupings

on offense and defense, each including four plays. Passing is the quickest way to move the ball, but the flicker and small sprites place a limit on how tight your defense can be. Speed bursts and diving tackles help out though.

#### NFL

*Quarterback Club* for Game Gear is not a football simulation like its older brothers on SNES and Genesis. Instead it's an arcade style football action game that is wide open offensively, but still fairly fun to play. Check it out!

49ers	
First Downs	0
Rushes/Yards	5/ 5
Passing Yards	74
Comps/Attempts	2/ 7
Turnovers	2
Sacks/Yards Lost	0/ 0
Penalties/Yards	0/ 0

While there are no player stats, team stats can be accessed at any time during a game.

## RATINGS

- 8 GRAPHICS
- 6 MUSIC & SOUND
- 6 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

OVERALL **70%**



Thankfully, there are a lot of hidden areas and passages keep the game from growing too stale. You know, it's funny, but I don't remember Jellystone Park being this small or being in these lovely shades of black and white. Must be that hole in the ozone layer.

# YOGI BEAR IN YOGI BEAR'S GOLDRUSH

System: Game Boy •

Publisher: GameTek • Developer: Twilight •

now available • \$34.95

So, it's your job to lead everybody's favorite inhabitant of Jellystone Park through six areas, from the forest to the gold mine. On the way Yogi collects his favorite delicacy, "pic-a-nic" baskets, along with other special items. But all in all, *Yogi Bear's Goldrush* is nothing more than a left-to-right side-scrolling action game.

In fact, it fits the mold perfectly. Yogi walks around collecting icons, jumping on top of the bad guys, and uncovering secret areas. Now I'm not saying that Yogi is a total bore to play — who can resist Yogi's lovable charms — but it's just like every other mediocre side-scrolling game you've ever played. Peppy music keeps things interesting, but the graphics aren't really anything to write home about. Yogi controls well, which helps a lot in any action game.



Hey, wait a minute! Where's Boo Boo in this game? Some sidekick he is.

So if you're a Yogi fan or just love portable side-scrollers, check out Yogi. But if you're of the school of thought that if you've seen one, you've seen them all, then you may want to pass.



Although the areas Yogi must travel through are very different, the action always seems to feel the same.

## RATINGS

- 5 GRAPHICS
- 7 MUSIC & SOUND
- 2 INNOVATION
- 6 GAMEPLAY
- 5 REPLAY VALUE

OVERALL **54%**



TM

## THE MAYAN ADVENTURE

*"Rated a 10 out of 10!"*

Pulse Magazine  
December 1994

*"Overall Rating - Excellent"*

Video Games Magazine  
December 1994

*"Some of the best character animation  
ever seen..."*

Game Pro Magazine  
December 1994

*"This is not your father's Pitfall adventure.  
So grab your whip and prepare for some  
vine-swinging action!"*

Electronic Gaming Monthly  
January 1995

*"Pitfall Harry Jr. executes his derring-do  
amid lush jungle backgrounds, stirring  
music, and pumped-up sound effects."*

Entertainment Weekly  
December 9, 1994

*"The sound mix is nothing short  
of startling."*

Game Players Magazine  
December 1994

*"Those wonder wizards at Activision have  
created a spectacular Super NES sequel  
that is a feast for the eyes, ears, and most  
importantly, the fingers."*

Nintendo Power, Game Issue  
January 1995

To order, call 1 (800) 477-3650 or see your local retailer. Need a hint? Call the Activision Hint Line: In the U.S., just dial 1 (800) 680-HINT. \$3.95 per min. In Canada call 1 (800) 451-4848. \$1.25 per min. Touch tone only. 18 years or older. Prices subject to change without notice.

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# \$15 REBATE

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To receive your \$15 rebate by mail, say hey Pitfall: The Mayan Adventure video game (SNES, Sega Genesis or Sega CD). Send this completed form, your original store identification card, register receipt dated 5-15-95 through 5-15-95, and the UPC code from the game's box to:  
PITFALL Rebate Offer, P.O. Box 52651, Dept. 4662, Phoenix, AZ 85072-0551.

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ACTIVISION

GENESIS

SEGA CD

SEGA CD





## TENNIS, ANYONE?

Tune in next month when we pit two Genesis tennis titles, EA Sports' *IMG International Tennis* and Sega's *ATP Tour Championship Tennis* (at left), against each other. Join the hardcourt crowd as we find out which one's an overhead smash and which is a foot fault.

**SCORE CARD**  
A 24-ling HeroBall '95 is scheduled to be released by Sport Acetate in April. The title is Acetate's first 24-ling cartridge, "if the Genesis is around next year all cartridges will probably be that size," said Acetate. But don't expect a SNES game the same size though. It would cost out a bit for a third party to produce a Super Nintendo cartridge that size.  
No. 272—SA, PJM

# GP SPORTS

*Doug Brunley,  
Editor*

## COACH K COLLEGE BASKETBALL

Publisher: Electronic Arts •  
Developer: Electronic Arts •  
now available • \$69.95



Coach K includes 32 of the nation's top collegiate squads (sorry, Tarheel and Hoya fans) and eight of the all-time greats. Coach K even gives his two cents about each team.

**D**idn't get enough of March Madness while you had the chance, huh? Now you can plug that college excitement into your Sega Genesis any time you want with *Coach K College Basketball* from EA Sports. At first glance the title looks to be an exact replica of *NBA Live '95* with the substitution of college teams and players, but there's much more than meets the eye.

Even though his back trouble kept him from his duties behind the bench this season, Duke basketball coach Mike Krzyzewski lends his name and insights to this deep simulation of the college game. That's the very same Coach K that has led his Duke squad to seven final fours and two national championships. But *Coach K College Basketball* doesn't even need a recognizable name to make it a success.

New animations let you do a few things you couldn't in *NBA Live '95*. Look out below!

Settings allow you to customize game play anywhere between the extremes of arcade action and strategic simulation. The angled perspective, the broadcast-style appearance, and the particularly realistic player animations are a feast for the eyes, while the responsive control and the gripping game play keep your thumbs busy. Although the *NBA Live '95* engine drives the game, alterations in arena appearance, crowd chants, offensive and defensive plays and control do a perfect job of capturing the college game,



The fans try their best to distract you, but sinking free throws is still too easy.



and the play offerings and control adjustments actually surpass that offered in *NBA Live '95*. Eleven offensive sets and 14 defensive sets give you ultimate command of the floor, while an improved turbo feature keeps athletes sprinting at a slightly slower, more realistic speed than in *NBA Live '95*.



The only drawback to *Coach K* is the lack of a steal button, but players do automatically attempt a steal when they are close to the ball.

Although names aren't included, each player's jersey number, characteristics, and stats are true-to-life.



## RATINGS

- 9 GRAPHICS
- 9 MUSIC & SOUND
- 8 INNOVATION
- 10 GAMEPLAY
- 9 REPLAY VALUE

**OVERALL 94%**



# TECMO SUPER HOCKEY

Publisher & Developer: Tecmo, Inc. •

now available • \$69.99



Thanks to easy passing controls and team-mates that spread out, it's easy to move the puck until you find the right shot.

**W**hat do the games Brett Hull '95, NHL '95, and NHL All-Star Hockey '95 have in common? All three are Genesis hockey games, and oddly enough all three have a vertical perspective. So are horizontally oriented hockey games a thing of the past? Tecmo Super Hockey for Genesis would answer, 'No.'

The drawback of a horizontal perspective is the necessary reduction of player size to show a large enough portion of the ice surface. Although the sprites in Tecmo are relatively small you get a great overall look at the rink, and player size becomes obvious only during fights. As with other Tecmo products, the game play and controls are simple yet detailed enough to keep gamers interested. The game's menus are easy to move through and offer

Preseason, Season, and All-Star game modes as well as features like player and league statistics.

All 26 NHL cities are represented — there's no NHL license, so no official logos or nicknames — and each team is stocked with its real-life players thanks to an NHLPA license. There is also an all-star team for each conference. On the ice, simple passing and shooting controls make moving the puck easier than playing defense, but beating the opposing goaltender is still a challenge. The game is wide open offensively and whenever a goaltender doesn't allow a rebound of a shot, he covers the puck. This results in a lot of play stoppages and cuts down on the flow of the game.

Tecmo Super Hockey isn't a hockey simulation. It can best be described as an arcade-style



do you wanna go? Fighting is back in hockey video games, but as tiny as the characters in this scrap are, you may have second thoughts about dropping the gloves at all.

PHILADELPHIA						NEW YORK						
	ED	RD	LW	C	RD	GOALIE						
SC1	3	3	14	88	0	27	<b>PLAYERS</b> <b>RE-NITING</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> <b>BRICK</b> 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cartridge with hints of a sim. Its pick-up-and-play quality and fast action make it entertaining, but its lack of variety might cause you to grow tired of it after a short while.

Although the rubers don't reflect player transactions since the end of last season, a line editor lets you customize your lines to fit your style of play.



If you choose to play a period length other than 20 minutes, the duration of penalties is adjusted. For example, a minor penalty in a five minute period would last only 30 seconds.

TOTAL ASSISTS			
1. J. J. J.	10	1. J. J. J.	10
2. J. J. J.	10	2. J. J. J.	10
3. J. J. J.	10	3. J. J. J.	10
4. J. J. J.	10	4. J. J. J.	10
5. J. J. J.	10	5. J. J. J.	10
6. J. J. J.	10	6. J. J. J.	10
7. J. J. J.	10	7. J. J. J.	10
8. J. J. J.	10	8. J. J. J.	10
9. J. J. J.	10	9. J. J. J.	10
10. J. J. J.	10	10. J. J. J.	10

During seasonal play a list of league leaders lets you chart your performance against the rest of the league in a variety of categories.

## RATINGS

- 6** GRAPHICS
- 7** MUSIC & SOUND
- 6** INNOVATION
- 8** GAMEPLAY
- 7** REPLAY VALUE

OVERALL

**73%**

# NHL ALL-STAR HOCKEY '95

**Publisher:** Sega •  
**Developer:** Sega Midwest •  
**now available • \$69.99**

Now that the '95 NHL season is underway, hockey fans aren't forced to rely solely on their game systems for on-ice competition. But the rivalry is heating up on video game ice as well since Sega Sports has thrown its helmet into the rink.

NHL All-Star Hockey '95 for Genesis joins Accolade's Brett Hull Hockey '95, ESPN National Hockey Night and Tecmo Super Hockey (see review this issue) in pursuit of the front-running EA Sports title NHL '95. Although NHL All-Star Hockey '95 does replicate some aspects of the game better than any title, its game play doesn't measure up.

Control is the game's weakest point — the action doesn't react quickly to your requests. The game's fast speed and slight jerkiness when making turns complicates lining up hits. Also, the quickest tap on the shoot button still results in a long wind-up rather than a quick wristshot.

Once you do land a big hit, the animations are truly realistic. Check the right guy and the game switches to the most lifelike hockey fight sequence I've ever seen.

The return of fighting to hockey games provides NHL All-Star Hockey '95 with some extra punch and, although EA Sports' NHL '95 still sets the pace, hockey fans want to give this one a look.



NHL and NHLPA licenses combine to provide all 26 NHL teams and actual rosters reflecting off-season deals.



Scoring is most easily accomplished by passing the puck into the net rather than shooting.



The fighting screen is the highlight of the game. Not only is it an accurate representation of the real thing, but it also happens rarely enough that your adrenaline really gets pumping.

The tripping and hitting animations can be a bit exaggerated, but aren't too far from



what you'd see during a night at the rink.

Besides offering your two scoring lines and a checking unit at even-strength, NHL All-Star Hockey '95 gives you the chance to build a dreaded enforcer line.



## RATINGS

- 8 GRAPHICS
- 7 MUSIC & SOUND
- 8 INNOVATION
- 7 GAMEPLAY
- 8 REPLAY VALUE

OVERALL

75%

# CHAVEZ II

**Publisher:** American Softworks Corp. •  
**Developer:** Sculptured Software •  
**now available • \$69.99**

Hey, it's getting to the point with boxing games that if you've seen one, you've seen them all. Usually each new heavyweight champ of the world gets his own title game after winning the title fight.

Now Chavez II brings another boxing title to the SNES library, but there's little here that differentiates it from boxing games of the past. One of the more unique points of the game is that its target audience is primarily Latino and therefore all the text is in Spanish with occasional English equivalents. But from that point on it falls into the same old rut.

Even without a background in Spanish, it's relatively easy to figure out the menus. There are the standard exhibition and career modes, the latter of which lets you create your dream boxer from scratch and customize his strengths to your liking with an allotted amount of power units. Inside the ring, the 3-D perspective (à la Electro Brain's Legends of the Ring) gives you a great view of the action, and even though you can move to the right and to the left, that view and the fighters' relation to each other remain the same throughout the match. Two buttons are used in combination with the O-pad to throw jabs, hooks, and uppercuts along with a super punch. And the familiar head icons and boxing gloves for each boxer lose their background color to indicate injury or fatigue.



There's nowhere to go but up from here. You've got a lot of work ahead of you before you can challenge Chavez.



The 3-D perspective may look familiar, but it currently offers the best view of the action.

Oh my, where's the cutman? It doesn't take much to open a guy up, especially around the eyes.



When you begin a career you can determine what general type of fighter you want to be. Each win gives you two units to distribute as you like, while a loss gives you only one unit.

When you return to your corner you get punching stats and the official score for the previous round — in Spanish, of course.



Of course, if you don't mind button-mashing, Chavez II is an entertaining boxing game, but if you've played Legends of the Ring before there's really no reason to step back into the ring. But maybe you can play it to kill time until someone revolutionizes the boxing games genre.

## RATINGS

- 7 GRAPHICS
- 8 MUSIC & SOUND
- 5 BELLS & WHISTLES
- 7 CONTROL
- 6 REPLAY VALUE

OVERALL

66%

# RUGBY WORLD CUP '95

Publisher & Developer: EA Sports •  
now available • \$69.99



### Team Information

**Full Team**  
**Forwards**  
**Backs**

15	P. D. Murphy
14	D. S. Smith
13	T. F. Colce
12	A. Sutherland
11	C. L. Downie
10	D. Murphy
9	M. J. Cook
8	J. Easterbrook
7	M. S. Chapman
6	T. F. Chivers
5	P. D. Larsen
4	S. A. Peters
3	A. P. Cusick
2	C. M. Thompson
1	D. Ashdown

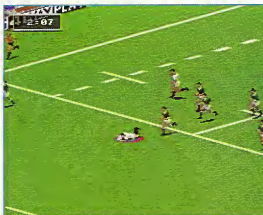
### England

T. F. Colce

### Statistics

Kicking	
Running	
Scoring	
Passing	
Strength	
Weight	
Tackling	
Overall	

Rugby players are so tough that there aren't even substitutes on the sidelines. Each athlete has his own characteristics and everyone plays for the duration.



The try is the most common and productive method of scoring. You earn five points for downing the ball in your opponent's goal area and you get two more if you capitalize on the conversion kick.

Go ahead, admit it. You're like most Americans and don't know the first thing about rugby. Well, if that's the case, don't be so quick to toss EA Sports' *Rugby World Cup '95* aside. EA Sports clearly explains the rules of rugby in the instruction manual, and the non-stop action of the sport lends itself well to a video game.

*Rugby World Cup '95* for Genesis packs 30 international clubs and two EA All-Star teams into the cart. Game options include Friendly, League, World Cup, and World Cup 1995 modes, and everything from weather conditions to game length can be customized. *Rugby* uses the popular angled perspective made popular by FIFA International Soccer and NBA Live '95, and Four-Way Play compatibility lets three others join you on the pitch.

Once the ball's kicked, to begin play, the action rarely stops. *Rugby* is all about territorial gain, with players running and laterally passing the ball to teammates to avoid tackles. If a player is brought down, forwards from both teams link together in an attempt to win possession of the ball,



Once the ball is freed from a ruck or scrum, the scrum-half distributes it to the backs who then continue lateral passes until they find an opening.



When the ball goes across one of the touch lines (sidelines), a line-out or throw-in determines which team wins possession.

forming either a ruck, a maul, or a scrum depending on the circumstances. So unless the ball goes out of bounds, the action never really stops. Control poses a small problem when it comes to kicking to touch or tossing to a running back. Kicking to touch gains field position for your team much like a downed punt in American football, but tricky controls make this move tough to execute. And tossing the ball laterally allows you to get the ball into the hands of your fastest players with a lot of open field. But there are quite a few occasions where it's not possible to toss the

## Score Record

England		Ireland
1	Tries	1
0/1	Conversions	0/1
0	Drop Goals	0
0/0	Penalty Kicks	0/0
5	TOTAL	5

There aren't many stats to keep track of in rugby—the scoreboard is just about the only stat that matters.

ball just before your running back is tackled.

On the whole, though, *Rugby*'s great animations, roaring crowds, and action-packed game play make it very entertaining, even for football-happy Americans who've never seen a rugby game. Give it a try.

## RATINGS

- 9 GRAPHICS
- 8 MUSIC & SOUND
- 10 INNOVATION
- 9 GAMEPLAY
- 9 REPLAY VALUE

OVERALL

90%



# COIN-OP CRAZY

**In Las Vegas, you put quarters in a machine and scantily clad women bring you free drinks! What the hell were we thinking when we sent Mike Salmon there with a bag of company silver? Were we thinking at all?**

**A**fter losing a car (Jeff's), a writer (Jeff), a tooth (mine — probably shouldn't have laughed), and all of our pids, we finally made it to Capcom U.S.A.'s headquarters to take a look at its new 'mystery game'. What could it be? Maybe it's *Extremely Super Street Fighter II: Turbo* or perhaps *Mega Man X000*? Alas, it was neither! Instead Capcom unveiled their new arcade fighting game — *X-Men: Children of the Atom*, and it looks great (see the splendidly exquisite feature on these pages!)

Another juicy arcade goody uncovered on this trip was some more info on the *Street Fighter Movie Game*. According to Capcom, the game is scheduled for

a March release in the arcades. But keep in mind that the game was originally scheduled for a December release. In case you haven't heard, the *Street Fighter Movie Game* uses digitized characters from the movie, including Jean-Claude and the late Paul Julia.

Other hot arcade games sucking up quarters include: *Killer Instinct*, *Cruisin' U.S.A.*, *Daytona U.S.A.*, *Virtua Fighter 2*, and come May it's gonna be *MX II*. The arcade action has never been better and I, for one, am more than happy to take someone else's money to the arcades and blow a couple hours and get paid for it. I love my job!

## X-Men: Children of The Atom XXL Bosses!

**T**he X-Men license in the hands of *Street Fighter* crazed Capcom can only lead to one thing — yeah, you guessed it! An X-Men fighting game with *Street Fighter* moves — a natural marriage that makes a great game. You get a choice of ten good and bad X-People (politically correct as always). The good guys feature Wolverine, Cyclops, Psylocke, Colossus, Storm, and Iceman, while the bad guys count in with Silver Samurai, Omega Red, Spiral, and Sentinel. And, if you play long enough, you get to face the gigantic Juggernaut and speedy Magneto.

The special moves are pulled off with traditional fireball-type controls, but there are some differences. Depending on the level of energy, each character's moves change. Each character also has a super-attack which can ring up 31 hit combos and more. Another difference is the multi-levelled backgrounds, in which the fighters can tumble three or four stories down fighting all the way.

X-Men may look and play like a number of other games already in the arcades, but there is still some incredible fighting and great animations. Get your quarters ready for this one!



Juggernaut gives a two-fisted blow that shakes even the worthiest fighter.



The big Jug sends Wolverine, and many other opponents, flying to their doom.



If you do eventually get by big Juggernaut, you can be abused by the most evil Magneto.



With 10 X-Men to choose from, you may never tire of inserting quarters in this one.

# X-cellent Moves!



Storm's brewing a vicious super-attack!



Wolverine goes for a pigggy back ride and does a little clawing while he's at it.



Iceman is making a snowman out of Sentinel — a very cool move!



Leave it up to the evil Sentinel to go spitting. Disgusting.



Omega Red flails away on the enemy with his super attack!



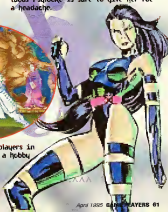
A vicious mental attack by the voluptuous Psylocke is sure to give her foe a headache.



Spiral was once a Hollywood stuntwoman — now she uses her arms for evil.



Licentious positioning of players in compromising positions is a hobby and pure adolescent fun!





# World View

*He says his psychic powers allow him to see the future of gaming, but most head shrinkers just write off Mike Salmon as plain old psychotic!*

**W**hile tumbling through the Japanese video game magazines, you come across some very odd things. For example, in almost every mag there are five or six pages devoted to scantily clad teenage girls, not to mention the occasional nude. As much as we'd like to, we aren't able to do that kind of coverage here, but who needs naked women when you have coverage of all the hottest games? Besides, they won't let me borrow the camera.

This month we also have our first codes for a PlayStation game, pics of the newest 16-bit import software, and some good fun. So, expand your horizons and learn about gaming on an international level. It will undoubtedly make you a fuller, richer person.

## DEMONSTRATION



Wait for the demo to start, then press **start** on controller one.



She is just a faster stronger version of Kayin, but he does have this beautiful background to fight in.

Gaia's trippy background is sweet, and so are these rapid-fire fireballs.

## INTERNATIONAL CODEBREAKERS

**F**or those of you lucky enough to have your own PlayStation and a copy of *Ten Shin Den* (which would have cost you around \$700), we've got some codes that are sure to make the best fighting game ever even more enjoyable. With these codes you can play as the two bosses Shō and Gaia, and see their sweet backgrounds.



While the menu options come in from the side, press **R**, **DN**, **R** + (square). If you do it right, you hear the game say 'fight'.

Now on controller two (before the options come from the side) press **R**, **R**, **DN**. If it works, the game says 'fight' and the options turn blue.



Now go to this character select screen and put the cursor on Eiji. Press **Up** and any attack button and... you can be Gaia! Go to Kayin and press **Down** and any attack button and... you can be Sho! These two boss characters can now be used in one player or two player mode to bring the character total up to ten.





# WHAT'S NEW!



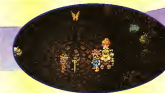
Sega's arcade hit *Wing Wars* comes to 32X!



Hi-tech RPG *Front Mission* for the Super Famicom looks great.



*Final Fantasy* fans should jump at *Chrono Trigger* this fall.



It's *Godzilla* versus *Biollante* in this screen from the *Godzilla* fighting game!



Cutesy girl games like *Princess Minerva* and *Lady Stalker* probably won't make it over here.



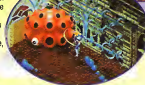
They're still making a ton of 16-bit titles in Japan and it's not likely to stop for quite a while. The Super Famicom is the 16-bit system of choice by far, which is easy to tell by the amount of software that is available for it. There's a hot looking 32X title that we've yet to see anything on, a couple of

Squaresoft (makers of *Final Fantasy*) RPGs, another *Rockman* (*Mega Man*), a *Godzilla* fighting game, and a couple of RPGs with female leads.

Out of this batch of new stuff, *Chrono Trigger* should be showing up on our shores this fall, and I expect *Front Mission* should soon follow. As for *Princess Minerva* and *Lady Stalker*, these female intense RPG's most likely won't show up until there is more support for such titles. *Wing Wars* for the 32X might make it over just in time to give the 32X another good game. While *Light Crusader* from Treasure (makers of *Dynasty Headdy*) is bound to come over *Rockman 7* is already on it's way as *Mega Man 7*. As for the *Godzilla* fighting game, it looks great but there are no US plans yet.



Here's Treasure's *Light Crusader* for Mega Drive.





# TRICKS AND TIPS

## KILLER INSTINCT

Go for the jugular with our murderous methods!



## NBA JAM TOURNAMENT EDITION

Take it to the hole with our high-flying tricks and tactics!



## SUPREME WARRIOR

We help you chop, smash and kick your way to the top!



## X-MEN CHILDREN OF THE ATOM

Nuke 'em until they puke! We show you how!!!



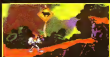
## X-MEN 2 THE CLONE WARS

Stop cloning around! Double your pleasure with our deadly devices!!!



## STRATEGIES FOR

Battletoech	91
Burning Soldier	90
Demolition Man	89
Doom	95



Earthworm Jim	88
Ecco: The Tides of Time	95
FIFA International Soccer	91
Final Fantasy III	94
Heart of the Alien	91
Killer Instinct	80
Madden '95	91
Mickey Mania: The Timeless Adventures of Mickey Mouse	96
NBA Jam	
Tournament Edition	66
NBA Live '95	92
Panic!	89
seaQuest OSV	92



Shaq Fu	88
Spider-Man and Venom: Maximum Carnage	95
Super Return of the Jedi	92
Super Wing Commander	90
Supreme Warrior	70



Way of the Warrior	90
WWF Raw	92
X-men: Children of the Atom	78
X-Men 2: The Clone Wars	84



**The only pass Mike Salmon ever made on the court was at the cheerleaders, and he was still trying to score! Unfortunately, the girls proved to be a bit too tough on D for the Fisherman!**

Reviewed: 8/83; Score: SNES 82%, Gen 88%

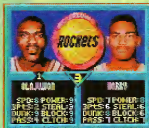
The purpose of this strategy is to help new jammers and not-so-new jammers learn some of the insights and tactics that's gonna give them an edge on their opponents. A full understanding of each player's strengths and weaknesses is essential to being successful at NBA Jam, as well as an idea of what type of game plan work with each team. For example, if you are the Seattle Supersonics, you're not going to want to launch three-pointers all game since they won't be going in — you want to power it inside with big Shawn Kemp, instead.

Included are ways to tackle the computer or take it to your friends. Hopefully, these bits of basketball knowledge are gonna help you dominate in NBA Jam T.E. and you're gonna owe it all to Game Players. But we don't expect eternal gratitude (that would be nice, though), only respect and admiration are necessary — oh, and money never hurts, either. **GP**

## STUFFING THE COMPUTER!

*Al ain't so smart!*

Never played a computer sports game that couldn't be beat, and NBA Jam T.E. is no different. All you need is a good grasp of basketball knowledge, and some quick reflexes, and that computer is yours for the taking.



Pick a powerful inside team like the Houston Rockets, who've got at least two players with high power and dunk ratings.



Don't even think about firing that three-pointer with Hakeem!



Turbo him down the lane, between the defenders...



...and bam! Stuff it down their throats.



Now you're on D, and it's time to use some more power! The pass comes in and you start shoving.



You won't get the rock every time, but when you do...



...take it right to the hole, and stuff it back down!

**53 FINAL GAME STATS: 47**

<b>ROCKETS</b> HAKEEM PTS: 25 REB: 12 STL: 3 BLK: 4 FGM: 10/18 FT: 5/8 3PM: 0/0	<b>PISTONS</b> ISIAH PTS: 15 REB: 8 STL: 2 BLK: 1 FGM: 6/12 FT: 3/4 3PM: 0/0
<b>ROCKETS</b> RUDY PTS: 10 REB: 5 STL: 1 BLK: 2 FGM: 4/8 FT: 2/2 3PM: 0/0	<b>PISTONS</b> DENNIS PTS: 12 REB: 6 STL: 1 BLK: 1 FGM: 5/10 FT: 2/2 3PM: 0/0

The idea behind this strategy is that if you score every time and get an occasional steal, you're gonna win by margins like this every time!

# RUN AND GUN

*Those wacky Western ways!*



Pick a fast well-rounded team like Dallas. With Mashburn and Jackson's all around abilities, you can most effectively use this method.



Never sit still. Constantly run the floor, passing like this, until you get an open lane, then jam!!!



Or do the same work, then kick it out for the three. Switch!



On D use the player's quickness to cut-off passing lanes, run down loose balls, and cause all kinds of havoc. If executed properly, the fast-paced game is often going to produce the highest scores.

# IN AND OUT

*The Mailman always rings twice!*



Pick a team like Utah, with a great three-point shooter (John Stockton) and a force to be reckoned with inside (Karl Malone).



Now work the inside, outside game. Kick it in to Malone, then out to Stockton for the open jumper.



Or, if the D is on Stockton, just have the Mailman deliver a message like this.



Boon-  
shoke-  
laka!



Another key to this strategy is to always be in position for a rebound when the three goes up.

## BRING ON THE HUMANS!

*The tongue is mightier than the sword!*

The strategies used to dominate the computer can be used against humans as well. However, you have to allow for (and plan on) human error. Human foes catch on to your strategy (unless they're totally inbred), so you need to switch and become successful with all strategies.

This is also the time to talk some trash! Doing it against the computer doesn't do any good, but humiliating your friends is satisfying and an effective way to demoralize and dominate. (Editor's note — This is probably why Mike doesn't have any friends.)

## TALKIN' THE TALK

*How you like me now, you %\$@&\* %\$!\$%^&\$!*



You knock your friend to the ground and recover the ball. Don't just quietly put up a jumper. Jam the ball down his throat and taunt him until he cries.



You've skied up and swatted his most powerful dunk. Pause the game and laugh...



...and laugh...



...and laugh!



Give a pump fake, get him in the air, then launch a three while you yell out, "Get off me!" Then, after it rains through the net, you might want to tell your bud where to find his joystick.





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# LICK THE LACKEYS!

Our **SUPREME WARRIOR** strategy kicks butt!

**W**ho ever would have thought wandering around China would be a dangerous occupation? When your ancient martial arts teacher, Master Kai, calls on you to deliver an ancient mask and defeat a few mystical warriors, you had to figure, "piece of cake." Right?

But then you found that even defeating the six guards of Earth, Wind, and Fire can be a real pain in the butt. They all use different styles, and well, they just won't hold still!

But fear not, others have gone before, and now I return with the secrets of the guards. Well, some of them anyway. First things first — each guard has roughly six to eight different fighting routines they can go through, and each one ends with the guard slapping you down (whether you block or not) so the camera angle goes nuts and the CD has time to load the next routine. Beating these freaks is mostly a matter of recognizing what they're coming at you with, then getting the moves down.

This guide isn't exactly complete, since some of the routines begin too similarly to show. They also come on in random order, but, fear not, if you can get two or three patterns down, you can beat the living crap out of any guard before they get a chance to slap you around too much. Beating the warriors, well, that's another story...

Until next time — this is Jeff "Lucky" Lundrigan, Master of the Drunken Crab Style saying, "How much longer do I have to walk sideways?" **GP**

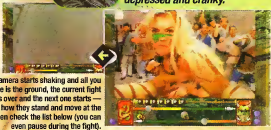
Reviewed: 8/3, Score: 80%



*Never a fan of '70's disco, Jeff Lundrigan jumped at the chance to beat up Earth, Wind, and Fire — but when he found out it wasn't what he thought, he got all depressed and cranky.*

OK, first lesson. Watch for your opponent to come in and smack you around.

When the camera starts shaking and all you can see is the ground, the current fight sequence is over and the next one starts — take note of how they stand and move at the beginning, then check the list below (you can even pause during the fight).



## Stone

*Master of Mongolian wrestling. Strong but kinda slow, he's too cocky for his own good.*

## CRACK THE EARTH

*You can always recognize an Earth warrior by their green stripe.*



When he comes down off the platform, wait for him to break and start coming in, then hit him with a fast RK.



Watch for the routine that begins with Stone waving his arms from left to right, with a big grin on his face, then MB, RK, LK, RB, MB, MB, LK...



...he dances away for a bit, then comes back in — MB, LK, MB, RK, END.



Two — Begins with Stone holding his arms straight out. Wait for him to come in, then (do these first three moves right, and you knock him down), LK, RP, LK, MB, MB...



...Yu Ching is gonna pull you aside for a little chat at this point, then throws you back in — MB, RP, LP, MB, LB, END.

# Ambrosia

*She hits you like a fistful of nails, but she can't take a lot of damage.*



One — She poses for a second, swooping her arms close in at her sides. As she comes in LK, MB, LP, MB, RP, MB...

...she steps back into the classic 'crane' stance, then MB, LP, LB, END.



Two — Watch for her to flex her biceps, then MB, LP, MK, MB, LK, RP, MB, END (this one can put her right on the ground).



Three — She crosses her arms in front of her face, then MB, LP, RP, MB, MK, MB, MB, MB, LP, MK, MB, END



Four — Watch for her to sweep her arms low and out to the sides, then MB, LP, LK, MB, LP, RK, LP, MK, RB, END



Five — She does this tricky little arm swirl. Wait for her to come in, then MB, LK, LP, MB...



...she stands back and strikes this weird cat claw pose, then LK, MB, END.

## Move Key

*How to shake yer booty!*

RP= Right Punch

MP= Two-Handed Body Punch (Middle Punch)

LP= Left Punch

RK= Right Kick

MK= Front Kick (Middle Kick)

LK= Left Kick

RB= Right Block

MB= Front Block (Middle Block)

LB= Left Block

END= End of Sequence (you can expect to be knocked silly while the CD searches for the next sequence).



You Ching pulls you away for some encouraging words about Fan Tu tearing out your heart, then MB, LP, MB...



...he stands back to taunt you with some crud about you fighting like a rice peddler, then comes in. Catch him with LB, END.



Three — Watch for him to cross his arms in front of his face, then MB, MK, LB, MB, RP...



...he steps back, then comes in again. As he comes in, wax his clock with LK, MB, RP, END.



Four — Not pretty. He comes in with a palm strike, then hits you with an elbow, so MB, MB, MB, RP, RP...

One stripe, two stripe, red stripe, uh, red stripe.

## Quench the Fire

## Juk-San

Fast, but not a very impressive fighter. Take him down with one blow.



As he comes kicking out to fight you, hit him with a quick LK.



One — Juk stands up and says, 'Take this fool,' so hang back and MB, MB, MP, RP, MB, MB, RK, MB, MK, MB, END.



Two — He whips around sweeping his cage. MB, LB, LP, LK, RK, MB, LK, RK, LK, RP, MB, MP, MB, END (he's gonna collapse somewhere in the middle, though).



Three — He crosses his arms in front of his face (notice they all do this? Hmmm). MB, RK, RB, RK, LK, MB, MB, LK, MB, END.



Four — He jumps in to the left and spins around. MB, MB, MB, MB, LP, MK, MB, MB, MB, LP, MP, END.



Five — He jumps in to the right and turns around. MB, MB, LB, RK, MB, RK, MB, RK, MB, LP, MB, MK, MB, END (another one he's probably gonna fall down during).



Six — He brings his leg up and over in an odd waste of energy. MB, LP, MB, LP, MB, LB, MB, RP, MB, LP, MB, LK, END.



As he tumbles off the stand, you can hit him with a quick RK just after he hits the ground.



Two — He holds his arms out to his sides. Looks like he's just asking to be hit. MB, MP, MB, LB, LP, MK, MB, RP.



Four — He comes flipping in sideways. MB, LK, MB, MB.



He flips away, then when he comes back in LK, MB, LP, LK, RK, RP, END.



## Chung

That's Just Chung to you, buddy. He flips and rolls a lot.

Yo Chung comes in with a few more words, then MB, MB, END.



One — This one's easy to spot, he jumps up into a split. MB, LP (he does a back flip), MB, RP, MB, LP, LP, MB, END.



Three — Watch as he holds his hands together, then he jumps towards you. MB, LK, MB, LP, MB, RP, LP, MB, END.



Five — This just looks weird. He comes stomping towards you! MB, RP, LK, RB, MB, RP, MB, MP, END.



Six — This one starts with Chung jump-kicking you. MB, MB, MP, MB, RB, MB, LK, LB, MB, MP, RK, RP, END.

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SEGA CD

SNK



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**BREAK THE WIND**

*Little blue stripes mark the wind warriors, but don't joke about it.*

**Swei-Fin**

*She's fast and furious, and more than a little deadly.*



As she comes waiting in, you can clock her with a good hard LP as she comes up even with you.



One — She jumps to the left and does a sweep on the ground, then attacks. RP, LP, RK.



Then she spins away. When she comes back in, LK, RP, MB, MP, MB, END.



Two — She begins close and punch, then quickly rises into the air and attacks. MB, MB, RP, LK, MB, MP, MB, LP, MB, MB, END.



Three — Watch for her to kick out her foot and spin in towards you. MB, LK, LB, RP, MB.



Five — Watch for her to cross her arms above her head, then MB, RP, MB, MP, MB, RP, MB, RP, MB, END.



Then Yu Ching pulls you away for a quick word — "Take these warriors out quickly." Follow that with MB, RK, LK, MB, LK, MB, RP, LK, MB, END.



Four — This one's a little hard to follow. She comes in for a quick hit, but counter with MB, RP.



Then she jumps away. When she comes back — LK, MB, RP, MB, LP, MB, END.

**Chao Yen**

*Also known as the Masked Assassin (I guess he worked for the WWF).*



He comes spinning down off the top of his temple. Hit him with a RP as he hits the ground.



One — He rises into the air and attacks on the way down. MB, MK, MB, MB, MP, MB, LP, RK, MB, RP, END.



Two — This one's kinda flamboyant — his arms flail around, then MB, spin kicks to get in. MB, MB, RP.



Then he cartwheels away. When he comes back, LB, then Yu Ching chimes in again ("concentrate"), then MB, RP, MB, LP, MB, MB, MP, MB, END.



Three — Now he prays and spins in. LB, RP, MB, MK.



...then he pulls away and does a little breakdancing spin on the ground. When he gets up, MB, RP, LK, RP, MB, END.



Four — This one keeps you on your toes — or his toes, 'cuz he jump kicks you right off the bat. MB, MB, NB, LK, MB.



...then he takes a break to spin around some. When he comes back, MK, MB, RK, MB, MP, MB, LP, END.



Five — This time, he spin-kicks in without all the fanfare. MB, MB, LP.



...then he rises and spins into the air. When he finally comes down LB, MP, MB, LK, RK, LK, LB.



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her for a lollipop...maybe she'll let you stay up late tonight.



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\*COMING SOON

Yeah, these are what the games look like. But these pictures don't tell you squat. That's why we're trying to give you the tape, Einstein.

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**Tired of losing all those quarters that you swiped out of your little brother's piggy bank? Allow us to demonstrate how you can make larceny pay off by paying back those quarter-munchers with a vengeance!**

You've easily wiped out that little kid with the thick glasses, 'cuz you read *Game Players* and, from the way that little dweeb is blubbering over in the corner, he didn't. Now you're starting to feel like a veritable arcade god when, all of a sudden, you feel someone tugging at your shorts. So you look down and... huh? There's this little girl with pigtails, and chocolate ice cream smeared all over her face. She says, "You made my brother cry. You're not very nice!"

You start to give her the boot (you radical!) when she says, "I can kick your butt in *Killer Instinct* any day of the week, Baron Von Arcade Bully!"

Now, here's the part where you have to listen closely and pay attention. If you've done your homework and have read this section, the little brat will soon be joining her brother over in the corner, where there will be plenty of wailing and the gnashing of teeth.

Of course, if you didn't, and, horror of horrors, she did, well, let's just say that your new arcade nickname is gonna be the 'Invisible Man.' Or at least you'll wish it was, 'cuz you'll never be able to show your face in the arcade again!

So wise up and check out Part Two of our arcade strategy section. It's the only way to keep our arcades free from the menace of little pigtailed, chocolate-smeared monsters! So get busy! The future depends on you!

# X-MEN: CHILDREN OF THE ATOM

## Move Key

**D** Down  
**T** Forward Opponent  
**U** Up  
**B** Back  
**P** Punch  
**K** Kick  
**PPP** All Three Punch  
**KKK** All Three Kick or hooded  
 opponent master race dunks.  
**PK** Corresponding Punch and  
 Kick buttons (Above and Below).  
 \*Indicates move changes de-  
 pending on which button is used.

Professor Xavier's favorite mutant, **Mike Salmon (Aphrodision)**, fell out of favor when he started using his odd mutant powers to woo women and get unlimited free lunches! Watta guy!!!

Here are all the super moves for this hot new fighting game. The super moves in this game work on a level system. The special move bar grows as the fight continues going from level 1 to level 3, and all the super moves correspond to the level. With full knowledge of these moves, you can head to the arcades and become the *X-Men* champ in days, 'cuz you read *Game Players* to make your life more complete. So keep a close eye on your level and start practicing fireballs, so you can be the arcade king and a man among mutants! **GP**



## Wolverine

- |         |                   |                        |
|---------|-------------------|------------------------|
| Level 1 | Drill Claw        | PK+ Joystick direction |
|         | Tornado Claw      | T, D, DT+P             |
| Level 2 | Super Speed       | D, DB, B+PPP           |
| Level 3 | Berserker Barrage | D, DT, T+PPP           |



## Omega Red

- |         |  |              |
|---------|--|--------------|
| Level 1 | Tentacle   | D, DT, T+P*  |
|         | (after grab, P or K to drain, joystick direction to throw) |              |
| Level 2 | Omega Strike   | D, DT, T+K*  |
| Level 3 | Omega Destroyer  | D, DT, T+PPP |



## Sentinel

- |         |                |              |
|---------|----------------|--------------|
| Level 1 | Rocket Punch   | D, DT, T+P*  |
|         | Sentinel Force | D, DT, T+K*  |
| Level 2 | Flight         | D, DB, B+PPP |
| Level 3 | Plasma Storm   | D, DT, T+PPP |



## Psylocke

- |         |            |  |
|---------|------------|--|
| Level 1 | Psi Flash  | D, DT, T+P*                            |
|         | Psi Blade  | D, DT, T+K                             |
| Level 2 | Minutu     | D, DB, B+PPP                           |
| Level 3 | Psi Thrust | D, DT, T+PPP (then joystick direction) |



## Storm

- Level 1 Lightning Attack P/K + Joystick direction  
 Typhoon D,DT,T+P  
 Level 2 Wind Blast D,DT,T+KKK  
 Level 3 Lightning Storm D,DT,T+PPP



## Colossus

- Level 1 Power Charge D,DT,T+K\*  
 Hurricane Throw D,DT,T+P (press joystick after grab)  
 Level 2 Super Armor D,DB,B+PPP  
 Level 3 Dive Bomb D,DT,T+PPP (press P\* again to dive)



## Spiral

- Level 1 Dancing Sword (D,DT,T+P\* or K\* to throw)  
 Level 2 Teleport  
 Power Dance  
 Level 3 Morph Attack

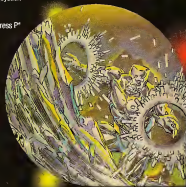
## Cyclops

- Level 1 Optic Blast D,DT,T+P\*  
 Gene Splice T,DDT+P  
 Level 3 Tracking Blast D,DB,B+PPP (joystick controls direction)  
 Mega Optic Blast D,DT,T+PPP



## Silver Samurai

- Level 1 Shunken D,DT,T+P  
 Blade Storm Press P rapidly  
 Level 2 Power Sword D,DB,B+P\*  
 Level 3 Lightning Strike D,DB,B+PPP



## Ice Man

- Level 1 Ice Ball P/K  
 Ice Storm D,DT,T+P\*  
 Level 2 Ice Fist D,DB,B+PPP  
 Level 3 Arctic Attack D,DT,T+PPP

# KILLER INSTINCT

## CHIEF THUNDER

### Mohawk Slash

○○○○○P

### Reverse Mohawk Slash

○○○○○PP (only

works when you do a normal

Mohawk using PP and miss)

### Tornahawk Spin

○○○○○P

### Tornahawk Throw

○○○○○K (you can

steer this one up or down)

### Power Blaster

hold PP ○○○○○

release PP

### Stunwave

2 hit ○FK

○○○○○FK

○○○○○FK

○○○○○FK

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### ○(2a) ○P

7 hit ○(2a) ○PP ○FK ○

FK ○○○○MP

15 hit ○(2a) ○PP ○○

○P

25 hit:

○(2a) ○FF ○FK ○FK ○

MP ○P ○○○○OK

### Air Combo:

jump FK ○○○○○MP

### Air Juggle:

○○○○○MP

### Combo Breaker:

○○○○○MP

### No Mercy 1:

○○○○○FF

(about one stag away)

Calls down the stage and

japs opponent.

### No Mercy 2:

○○○○○FK

Splits opponent into tiny

pieces with an uppercut.



**For the last two years, all of Jeff Lundrigan's dreams have been rendered in 3-D. He can't explain that, but it made him a good choice to cover this arcade smash.**

But first, here's a few words for the uninited:

**Combos** — The whole game is based around building combinations of moves. The more moves you can string together, the more damage you do, and the more points you rack up. Each character has a couple of button/joystick combinations that result in more than one hit. The idea is to find which moves flow naturally into each other, string them out, and reduce the opponent to a bloody mess. I've avoided giving all but a couple of the most impressive numbers (35 hit combos? Woo hoo), since that would fill a whole magazine by itself. **GP**

**COMBO BREAKER** — To defend yourself against these massive onslaughts, each character has a Combo Breaker. In theory, if you can do these correctly, they stop a big combo from finishing.

**Air Combos** — These are combos that can be performed after jumping at the opponent, and usually keep your character, well, in the air for most of it.

**Air Juggling** — These can be done after hitting your opponent up into the air. Done right, you can keep them up there while hitting them. Hence 'juggling.'

**Hey, Killer Instinct has grabbed the arcades by the short hairs! If you think you've got what it takes, let me take you by the hand and lead you down the path to Combo hell. Come on, it's fun — really. This is the bloodiest game Nintendo has ever been associated with and, with its rendered characters and gloomy soundtrack, you're looking at a gory eye full of beat 'em up goodness.**

**POWER MOVES** — Each character's energy bar also functions as a power-up meter. Generally, this is charged up by performing Combo Breakers, but Spiral and Sabrewulf do it differently. Spiral collects skulls, and Sabrewulf does it by performing his Power Howl. When fully powered, the bar flashes.

**No Mercy** — If you can end the match with an Ultra Combo, you get a chance to pull a No Mercy (finishing move). Below I've listed all the finishing moves we can confirm, but others are rumored to exist, and you might notice a couple of humiliation moves missing as well. We'll keep you posted.

**Humiliation Moves** — These work just like No Mercys, except that you can only perform them if you don't lose a round.

## BLACK ORCHID

### Downswing

○○○○○P

Tiger ○(2a) ○P

Helicopter Slash

○○○○○P or MP

Spinning Slash

○○○○○P

Helicopter Kick ○(2a) ○K

Flash Kick ○FK

### Power Blaster

Shadow Slash hold MP

○○○○○release MP

### Shadow Tiger

hold PP ○(2a) ○release PP

### Stunwave

2 hit ○MP ○FK (works

after a fierce Helicopter Kick)

3 hit: ○P

○K

○MK

○(2a) ○MK

○(2a) ○FK

4 hit: ○○○○○FF

○○○○○FF

○○○○○OK

○(2a) ○K

### Ultra Moves

○(2a) ○MP

6 hit ○(2a) ○FK ○P

○○○○○FK

35 hit ○○○○○MP ○

○P ○P ○K ○FK ○FK

○○○○○MP ○FK ○P

○MP ○○○○○○P

27 hit ○(2a) ○FK ○P

○FK ○P ○FK ○P ○P

MP ○○○○○○P

### Air Combo:

Jump FK ○○○○○MP

### Air Juggle:

○○○○○P

### Combo Breaker: ○FK

Humiliation:

○○○○○FF

No Mercy 1: ○○○○○K

(bars at about sweep

range) Tears opponent into

a frog!

No Mercy 2:

○ ○ ○ ○ P

'Flasher of Death'

## CINDER

### Flaming Cannonball

○ P (can be done in air)

Flaming Punch ○ P

Flame Thrower

○ K or ○ K

Flame Kick ○○○○K

Outrage ○○○○○MP

Invincible ○○○○○P

### Power Blaster

Invincible Teleport:

○○○○○P

Shadow Pinball:

hold MP ○ release MP

### Stunwave

2 hit: ○ P

○ P

○ MK

○ P

○ MP

4 hit: ○ P

○ MK

○ MK

○ P

○ P

### Ultra Moves

○ P

20 hit

○(2a) ○MP ○FK ○ P

○ MK ○ P ○ P

### Air Combo:

jump MK ○○○○○K

Air Juggle: ○ P

### Combo Breaker:

○○○○K

Humiliation: ○ ○ P

No Mercy 1: ○ ○ MP

Cinder burns a hole in the

ground, then sucks the oppo-

nent down into it.

No Mercy 2:

○○○○○K

Melts the opponent.



## KEY:

All moves are given with the character facing right.

Any = Any button

P = Any punch button

QP = Quick Punch

MP = Median Punch

PP = Pierce Punch

K = Any kick button

QK = Quick Kick

MK = Median Kick

FK = Pierce Kick

(close) = Must be done while standing next to opponent.

(repeatedly) = Hit this button rapidly over and over

(2a) = Hold for two seconds.

(3a) = Hold for three seconds



## JAGO

Finish: ○○○○○○ P  
Yellow Finish  
hold ○P ○○○○○○  
release ○P  
Upstart: ○○○○ P  
Slash: ○○○○○○ P  
Flying Kick: ○○○○○○ K  
Lightning Kick  
hold FK ○○○○○○  
release FK

Power Wave  
Red Finish  
hold FP ○○○○○○  
release FP  
Shadow Flying Kick  
hold FK ○○○○○○  
release FK

Guards:  
2 hit: ○○○○○○ P  
3 hit: ○MK  
○○○○○○○ MP  
○○○○○○○ MK  
○○○○○○○ MP  
○○○○○○○ FP, jump FK  
○○○○○○○ FP

Ultra Gunder:  
9 hit: ○○○○○○ K  
○○○○○○○ FK MK ○○  
○○○○○○○ MK ○○○○ P  
27 hit: ○○○○○○ FK MK  
○○○○○○○ FK MK ○○  
○○○○○○○ K

Air Combo:  
Jump MK ○○○○○○ K  
Air Juggle:  
○○○○○○○ P

Combo Breaker:  
○○○○○○○ MP

Humiliation:  
○○○○○○○ MK

No Mercy 1: ○○○○○○ P  
(stand at about sweep range)  
Slides opponent, hits him in  
the crotch.

No Mercy 2: ○○○○○○ P  
Drops on opponent.

## GLACIUS

Iceball Threat: ○○○○○○ P  
Iceball 1, 2: ○○○○○○ P  
Shoulder Slam: ○○○○○○ P  
Overhead Slam:  
○○○○○○○ P  
Puddle Slide:  
○○○○○○○ K  
Reverse Upstart:  
jump MK ○○○○○○ P, then  
○○○○○○○ MK

Morphing Upstart:  
○○○○○○○ MK or FK

Power Glance:  
Power Kick:  
hold ○P ○○○○○○ release ○P  
Shadow Upstart:  
○○○○○○○ MP

Guards:  
2 hit: ○○○○○○ P  
3 hit: ○MP  
○○○○○○○ MK  
○○○○○○○ FK  
4 hit: ○○○○○○ P  
○○○○○○○ P

Ultra Gunder:  
○○○○○○ P  
5 hit: ○○○○○○ P  
○○○○○○○ P  
22 hit: ○○○○○○ P  
○○○○○○○ P  
Air Combo:  
jump MK ○○○○○○ P  
Air Juggle: ○○○○○○ P

Combo Breaker:  
○○○○○○○ P

Humiliation:  
○○○○○○○ MK

No Mercy 1: ○○○○○○ P  
MP freezes opponent.  
No Mercy 2: ○○○○○○ P  
MK "The Blob"  
No Mercy 3: ○○○○○○ P  
Similar to The Blob, but he  
turns into a puddle and  
absorbs his opponent  
from below.

## FULGORE

Plasma Bolt: ○○○○○○ P  
Upstart: ○○○○○○ P  
Reflector: ○○○○○○ P  
2 Fireballs: ○○○○○○ P  
3 Fireballs: ○○○○○○ P  
Electric Charge: ○○○○○○ K  
Lightning:  
Teleport Close: ○○○○○○ P  
Teleport Away: ○○○○○○ K

Power Wave  
Shadow Charge:  
hold FK ○○○○○○ release FK  
Shadow Upstart:  
hold FP ○○○○○○ release FP

Guards:  
2 hit: ○FK ○○○○○○ P  
3 hit: ○○○○○○ P  
○○○○○○○ MP  
4 hit: ○○○○○○ P  
○○○○○○○ MP  
○○○○○○○ P  
○○○○○○○ MK  
○○○○○○○ FK

Ultra Gunder:  
9 hit: ○○○○○○ FK ○○○○○○ P  
○○○○○○○ FK ○○○○○○ MP  
25 hit: ○○○○○○ FK ○○○○○○ P  
○○○○○○○ FK ○○○○○○ P  
27 hit: ○○○○○○ FK ○○○○○○ P  
○○○○○○○ FK ○○○○○○ P

Air Combo:  
jump MK ○○○○○○ K

Air Juggle: ○○○○○○ P

Combo Breaker: ○○○○○○ P

Humiliation: ○○○○○○ MK

No Mercy 1: ○○○○○○ P  
(stand at about twice sweep  
range) Laser beam fires  
opponent.  
No Mercy 2:  
○○○○○○○ FK  
Head opens and a gun blasts  
opponent.

## SPINAL

Skull Sucker: ○P (hold until  
he hits. Spinal gains a skull.  
Watch out here, you can only  
have one swirling around. Go  
for seven and he explodes).

Red Skull:  
hold ○P ○○○○○○  
release ○P  
Pushing Attack: ○○○○ P

Spinning Slash:  
○ (25) MP (2 hits with skull)  
Slide: ○FK

Wing In Front: ○○○○○○ P  
Teleport Behind: ○○○○○○ P  
Aerial Teleport In Front:  
hold ○P, jump, ○○○○○○  
release ○P

Aerial Teleport Behind:  
hold ○K, jump, ○○○○○○  
release ○K

Power Wave  
Flaming Skull:  
○○○○○○○ MP

Morph:  
begin any combo,  
then ○○○○○○ Any  
(Spinal morphs into his oppo-  
nent, does a combo, then  
turns back)

Guards:  
2 hit: ○MP  
○○○○○○○ Any but FP  
3 hit: ○○○○○○ P  
○○○○○○○ MK  
○○○○○○○ MP  
4 hit: ○○○○○○ P  
○○○○○○○ P

Ultra Combo:  
○○○○○○○ P  
15 hits: ○○○○○○ P, ○○○○○○ P  
○○○○○○○ P  
(must have a skull)  
23 hit: ○○○○○○ P, ○○○○○○ P, ○○○○○○ P  
○○○○○○○ P, ○○○○○○ P, ○○○○○○ P

Air Combo:  
jump MK ○○○○○○ K  
Air Juggle: ○○○○○○ P

Combo Breaker: ○○○○○○ P  
(flaming is odd, more like  
○○○○○○○ MP)

Humiliation: ○○○○○○ FK

No Mercy 1: ○○○○○○ MK  
Skull pulls opponent down  
into the Earth.

No Mercy 2: ○○○○○○ K  
"The Culinar!"

## RIPTOR

Guards:  
22 hit: ○○○○○○ K, ○○○○○○ P, ○○○○○○ K, ○○○○○○ K  
25 hit: ○○○○○○ K, ○○○○○○ MK, ○○○○○○ K, ○○○○○○ P  
○○○○○○○ P, ○○○○○○○○ P

Ultra Gunder:  
Air Combo:  
jump MK ○○○○○○ K

Air Juggle:  
○○○○○○○ P

No Mercy 1:  
○○○○○○○ P  
Raptor eats opponent (off  
screen, sorry).  
No Mercy 2: ○○○○○○ MK  
Acid Spit.

## T.J. COMBO

Backhand: ○○○○○○ P  
Roll Punch: ○○○○○○ P  
Running Punch: ○○○○○○ P  
Knee Kick: ○○○○○○ K  
Rising Knee: ○○○○○○ MK  
Flying Knee: ○○○○○○ FK  
Punching Bag:  
○P (repeatedly in-class)  
Upstart: FP ○○○○○○ P

Power Wave  
Shadow Punch:  
hold FP ○○○○○○ release FP, P

Guards:  
2 hit: ○○○○○○ P  
○○○○○○○ MP  
○○○○○○○ P  
○○○○○○○ K  
3 hit: ○○○○○○ P  
○○○○○○○ FK  
4 hit: ○○○○○○ P  
○○○○○○○ K

Ultra Gunder:  
○○○○○○○ P  
18 hit: ○○○○○○ MP MP ○○○○○○ P  
20 hit: ○○○○○○ K, ○○○○○○ MK, ○○○○○○ P  
26 hit: ○○○○○○ P, ○○○○○○ FK, ○○○○○○ MK, ○○○○○○ P, ○○○○○○ P

Air Combo:  
Jump MK ○○○○○○ K  
Air Juggle: ○○○○○○ P

Combo Breaker: ○○○○○○ P

Humiliation: ○○○○○○ P

No Mercy 1: ○○○○○○ P  
(close),  
Boscha opponent's neck.  
No Mercy 2: ○○○○○○ FK  
(close) Punches opponent  
through the screen.

## SABREWOLF

Spinning Claw: ○○○○○○ P  
Bat Throw: ○○○○○○ P  
Flaming Attack:  
○○○○○○○ K  
Redding Slash: ○○○○○○ K  
Jumping Slash: ○○○○○○ MK  
Power Howl: ○○○○○○ FK  
(gains Power Move energy)

Guards:  
3 hit: ○○○○○○ P  
○○○○○○○ P  
○○○○○○○ MP  
○○○○○○○ P  
○○○○○○○ P  
4 hit: ○○○○○○ P  
○○○○○○○ MK  
○○○○○○○ FK

Ultra Gunder:  
11 hit: ○○○○○○ K, ○○○○○○ P, ○○○○○○ P  
○○○○○○○ P, ○○○○○○ P  
31 hit: ○○○○○○ K, ○○○○○○ P, ○○○○○○ P, ○○○○○○ P  
○○○○○○○ FK

Air Combo:  
jump MK ○○○○○○ K  
Air Juggle: ○○○○○○ P

Humiliation: ○○○○○○ P

No Mercy 1: ○○○○○○ MK  
(Stand about twice sweep  
range) He rams his claws  
through the opponent's pants.  
No Mercy 2: ○○○○○○ P  
Snarls his opponent into the  
screen.



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# X-MEN 2

## CLONE WARS



**The Game**  
Players staff finally scraped enough money together to send Doug Brumley, the official office mutant, on a one-way trip to Xavier's

School for Gifted Youngsters, via Greyhound Express!

Reviewed: 884, Score: 76%

**J**ust call it a final exam of sorts: Professor X has been educating the X-Men for years, and now it's time for them to put that knowledge to good use in *X-Men 2: Clone Wars* for Genesis. What's that? You aren't prepared? Well, today's your lucky day, because we just happened to draw up this little cheat sheet that gets you well on your way to an 'A.' We've done the grunt work for you

and determined which X-Man you should recruit to complete each of the first several stages. In two-player mode, player two should select a character that compliments player one's abilities. For example, if player one chooses Beast (tough with a short range of attack), player two should choose someone like Cyclops (weaker with a very long range of attack). **GP**

## MEET THE FREAKS

they aren't the world's most socially accepted bunch, but when danger approaches, you wish these six mutants were your best friends.



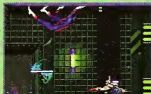
**BEAST** — Strongest of the bunch... can cling to walls... can crouch and swing lower than any other X-Men character.



**GAMBIT** — Has good in-close weapon... chargeable projectile... good jumper.



**CYCLOPS** — Effective eye beam goes the length of the screen... no other weapons or special abilities.



**NIGHTCRAWLER** — Fast and can cling to walls and ceilings... His 'BAMF!' maneuver lets him safely move while inflicting damage.



**WOLVERINE** — Slowly heals himself when low on health... easy and effective claw swipe... can cling to walls and ceilings.



**PSYLOCKE** — Good fighter in close... Her psychic blade disintegrates enemies on contact, as long as they have psyches... can cling to walls.

## STAGE ONE

mutant of choice —  
gambit or cyclops



You're kind of stuck with what the computer gives you in the first stage... but Gambit or Cyclops makes things easier.



Revitalizing DNA strands are located in remote areas, and a full health refill is secretly hidden behind this wall.



# STAGE TWO

mutant of choice — wolverine



Wolverine's adamantium claws let him rip through metal like a hot knife through butter.



The only way to open the security doors is to damage the tall control boxes beyond repair. Avoid the live sparks, then dart through the open door before the charge runs out.



# STAGE THREE

mutant of choice — wolverine



This is a platform game, so use that to your advantage. Swipe through walls and ceilings to finish off enemies.



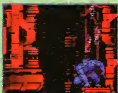
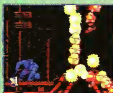
Once again, DNA strands are hidden in areas you probably wouldn't normally look, so keep your eyes open.



This is the goal as you make your way through the maze of platforms — access to the inner workings of the only active sentinel.

# STAGE FOUR

mutant of choice — beast



Run to the base of the machine, crouch, and begin hitting the squares. As long as you duck while you're swinging, there's no need to move. You're hit a few times but you kill the boss before it kills you. As soon as it explodes, run to the right where you find full health replenishment.



After you leave the sentinel, you've got to race the clock while avoiding fire and electricity to make it out of the building with your life.



# STAGE FIVE

mutant of choice — cyclops



Occasionally this marksman appears in the background and tries to blast you. Don't stop for long or he does major damage.



Cyclops' beam keeps enemies at a distance, and its height is perfect to safely eliminate many of the green machine guns.



# STAGE SIX

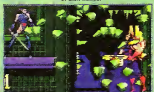
mutant of choice — psyclocke



Psylocke's psychic blade makes easy work of these heavies. Her ability to cling to walls allows her to stay out of trouble while finding hard-to-reach bonuses.



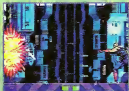
Beat the wimps by charging them just after they catch their balon and zapping them when they are just about to throw it again. When they're above you on a ledge, jump and zap towards them while the balon is out of their hands.



Be sure to grab the full power-up that's waiting before the pesky marksman makes his dramatic entrance. Then merely stand still and continually fire the psychic blade until he disintegrates.

# STAGE SEVEN

mutant of choice — nightcrawler



Nightcrawler is the prime candidate for this free-fall through a tricky tunnel. His quickness and small size make it easy to avoid the poles, and his 'BAMF!' maneuver keeps him safe while making short work of the balon twirlers.

# STAGE EIGHT

mutant of choice — beast



This boss is your only challenge in this stage, so use the brute strength of Beast's upward kick to do him in.

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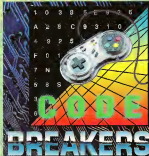
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5UCA2



Charles Manson? Look, these are some of the most graphic murderers in recent memory and none of them were known to rip out spines in *Mortal Kombat*. The defense needs! That being said, I've got some more code coming this month in our expanded Codebreakers. From this month forward Codebreakers will be five pages crammed with over 20 different games each month! This

**C & C Music Factory might make ya sweat, Van Halen might make ya jump, and The Cure might make you sick, but Mike Salmon's Code Factory is gonna make ya bleed!**

Some say video game violence corrupts and desensitizes our youth. But did O.J. ever play *Mortal Kombat*? Jeffrey Dahmer?

makes my life a little harder, but what do you care as long as you get your codes?

Remember to keep flipping the code line with your great tips. And you're also free to use the code line for letting us at CP know how you feel about our mag, the industry, your life, or anything else (well, almost anything). Enjoy this newest batch of code cookies and stay tuned right here for all the codes you could shake a pike stick at. Keep ripplin' those spines! Later!

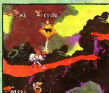
*Mike*

## EARTHWORM JIM

Playmates for Super NES

### Debug The Worm!

With this code you can open up a whole can of worms. Tricks galore, and weird floating heads add even more style to the ultra-hip EJ.



Pause the game after you start, then hold **Left** and **A**, release them, then press **R, X, A, A, R, X, A**.



Then you see this collage of floating faces (programmers and EJ himself).



Press any button twice and the debug menu appears.



Start on the last level with invincibility and finish this game in minutes!

## 'CODE MONKEY OF THE MONTH

**BLOODY SHAQ!** Brian Howe of Tulare, CA, spent many sleepless nights finding this mass of codes (then again, what else are you going to do in Tulare?), and thanks to him we can all enjoy cutting up the Shaq, which is something we could never do for real. He also included codes for the secret background and playing as any character in the story mode. And he did it for both systems! Oooh! Aah! We were so damn impressed that we bestowed upon him the ultimate title in Codedum, Code Monkey. Hopefully he won't abuse his power and privileges or we'll be forced to strip him of his title, as well as his pride. Congrats, Brian!

### SHAQ FU

Electronic Arts for Super NES and Genesis

### Super NES & GENESIS



For the blood code go to this options screen and press **T, X, R, R, L, R**.

If done properly, the screen flashes red like this.



Now Shaq and his evil minions bleed! Blood, glorious blood!



In the Genesis version press **A, R, C, C, R, R** and the Shaq Fu logo flashes.



For the secret background, go to the options screen and enter **Up, Right, R, Down, Left, R**. The screen flashes yellow if it's entered right.

## DEMOLITION MAN

Version for 3D+

## Decapitation Man!

You want more blood, and we're willing to give you more by the gallons. This little trick might help spice up an otherwise boring *Demolition Man* game, by shooting the heads off the bad guys.



If done without error, four dripping circles of blood hit the screen. One even hits *Sly* between the eyes.

At the title screen, press the **R** button and rotate the pad **360** degrees counter-clockwise.



Now start the game and bloody up the bad guys. If your aim is good, it looks like you blow the heads right off them. Cool!



## PANIC!

Date East for Sega CD

## Don't Panic!

No reason to worry, with this scene select you can take the little roundhead anywhere you please.

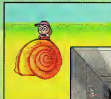


At this title screen press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down**.

This scene select appears and you can choose from one to 120.



Select **45** and you can go to this bizarre scene.



Pick **120** and you can warp right to the end of the game!



## DUEL MODE



SELECT YOUR FIGHTER:



SHAO HONG LEOTSU SETT



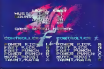
Now go to the Duel mode selection screen and press **and** at the same time.

You have now accessed the secret background! Exciting? Not really, but it is a code.

To choose any character for the story mode, go to the Music Test and press the number of the fighter you want.



## OPTIONS



Now enter **11111** at the options screen. If done correctly the screen flashes purple like this.

In the Genesis version press **and** the logo flashes showing you the code worked.



Start the story mode and the beginning still features Shao, but when it's time to fight, you can be the demon of your choice.

## SUPER NES FIGHTERS

1. SHAO
2. KAORI
3. REAST
4. SETT
5. MEPHIS
6. VOODOO
7. RAIJAH

To choose any character, go to the Music Test and pick the corresponding number for the fighter of your choice.

## GENESIS FIGHTERS

1. MEPHIS
2. SETT
3. NEZU
4. KAORI
5. REAST
6. AUROCH
7. VOODOO
8. COLONEL
9. DIESEL
10. LEOTSU
11. RAIJAH
12. SHAO





## FIFA SOCCER

EA for Sega

## Kicking Kodes!

The best sports game ever also has some of the best codes. Check out these tricks to add more enjoyment to the beautiful and nearly perfect soccer action.



Pause the game and press **A, B, B, C, A, B, B, A** to get invisible walls.



Pause and press **L, A, B, A, B, B, A, C, C, A** to get crazy bounces.



Pause and press **L, A, C, B, B, A, L, L** to get the lesser ball.



Pause and press **B, A, B, A, B, B, A, B, B, A, B** to get giant players.



Pause and press **B, C, B, A, L, L, A, A, B, A, L, L** to get the big ball.



Pause and press **B, A, B, C, L, B, A, B, A, B** to get the metallic man.



Pause and press **B, A, L, B, A, C, L, A, B, A** for beefcake mode. Where's the women's team?

## BATTLETECH

Absorbix for Genesis

## Geared for Battle!

All the passwords you'd ever need, or even want. Enjoy anyway.



To view these credits, enter **MGHLS** at the password screen.

To get infinite Ammo enter **GRHS21** at the password screen, then keep firing.



## LEVEL CODES

The Seamies **BBBRMN**  
Planet Avo **BBYLD**  
Planet Riddickark **GRBCHV**  
Planet Rasathague **STJINN**

## HEART OF THE ALIEN

Virgin for Sega CD

## Getting To The Heart!

These passwords help you work your way to the heart of this tough game.

Level 1 **XRL** Level 2 **KOD**  
Level 3 **DGJ** Level 4 **KLJ**  
Level 5 **BLJ** Level 6 **RLJ**  
Level 7 **LKJ** Level 8 **RLJ**  
Level 9 **RLJ** Level 10 **CJD**  
Level 11 **TBL**



level 5



level 11

## MADDEN '95

EA for Genesis

## Expand!

Just can't wait for the NFL expansion draft? Well, this code lets you add two teams to the schedule.

At this team select screen go to weather options and press **A, B, A, C, A, C**.



You can now play as the mighty (yeah, right) Jacksonville Jaguars. Check out the uniforms.



Or you can go as the Carolina Panthers in their sick uniforms.

## Radical Curve mode activated!



Pause and press **C, A, B, C, B, A, B, A, B, B, L** for a radical curve on the ball.

## Rival mode activated!



Pause and press **B, A, B, B, A, C, L, L, A, C, L** for tough guys only.

## Hot Potato mode activated!



Pause and press **C, B, A, B, B, B, K, A, B, A, B, B** for Hot Potato mode.

## SEAQUEST DSV

T-HQ for Super NES

## Practice Cheats!

If you've ever played *SeaQuest DSV* you'd know how tough this game is, and any practice you can get is very useful, since one failure means a loss. These passwords allow you to practice every mission with 99 of every mini-sub. The passwords take you straight to the mission, but you can't exit back into the game. Just use the practice to figure out every level, then try to play through this great game.

## Practice Passwords

PLYTONM  
R3SCV3(SYMBOL)  
SP33D3R  
FOXNMR  
R3ACTOR  
S3CVRTY  
D4R(SYMBOL)WIN  
T0XIC4V  
PRISONR  
DRYGL4B  
B4TL5HP  
SH3LD(SYMBOL)



R3ACTOR



T0XIC4V



B4TL5HP

SH3LD(SYMBOL)

In the bay with 99 of each sub gives you a real feeling of confidence.



## SUPER RETURN OF THE JEDI

JVC for Super NES

## Use The Force!

Some nifty tricks for the protectors of good and enemies of the dark side. Most aren't real useful, but getting extra continues is vital in finishing this monstrous game.



And the title relates like this. Hey, it's still a code.

On any side-scrolling level (this won't work on 3-D screens) press  
**Down, X, Y, A, B.**



At this title screen press **Y, Y, Y, Y.**



To see the credits, press  
**A, A, A, A,  
A, A, A**  
at the menu screen.



For seven continues press  
**A, A, A, Y, A, X** at the game menu screen.

## NBA LIVE '95

EA for Genesis

## Isolation!

With this code you can freeze the D like a Timmy Hardaway crossover dribble. What this code is good for is checking out the percentages for your players so you can better position your shots.



**NE401-** When you have the ball, hold down **A** (turbo) and press start.



Everyone on the court freezes but the man with the ball. Take him around and shoot from different spots and the percentage of that shot will appear in the corner.



Do this with Shaq and you see why he shouldn't be putting up the threes.

## GIVE US A HAND

You've gotta be a real game addict to discover these secret codes— that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tip and you get a year's worth, in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us: **Codez Jakz, Game Players, 3360 Old Bayshore Highway, Suite 210, Burlingame, CA 94010** or call the Codezies: **1 (415) 330-5345**.

## YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Brian Howe**, from **Tulare, California**, who scores a controller for his *Star Wars* games.

If you want to be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



Now there's no reason for you not to send in your coolest **The ASCIIPad** in the ultimate in controller action!

What a cool controller! The **Fighter Stick** takes the pain out of getting through these games!



U R Lance



U go to the



2 fix a-



U find  
that the



is going 2



U run from  
Fritz

destroy  
the



and b-come  
the



get

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13**

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					12	13

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## CONTINUED from 111



First head here and zip over the acid. Around the back of the pillar is a switch.



The switch opens this secret door, leading to the maze.



There's another secret door here, just behind the armor. Shoot the wall with a shotgun to open it.



This leads to a staircase, and the chainsaw is at the top of the stairs, just flip the switch at the back of the room.



Yes! I am the chainsaw warrior! Suck my spinning steel, mutant scum! Yee-hai Action!

## MICKEY MANIA

by Jason for SLES, Genesis Sega CD

I'm having trouble with the level Lonesome Ghosts. At the end of the part where the ghosts are riding in motorboats and you have to travel on the Barrel-wheel-like things, I have to jump around in the water and almost lose a life (sorry, a try) until it goes down and I can proceed. Sometimes this works, but usually it doesn't. What should I do to get by safely?

Naveen Chandrahan  
Houston, TX

I wish there were some trick to this, but the only to get by is pure, unadulterated skill. As you reach the end of the ride with each of the three barrels, the water will drop as each ghost speeds away, and when it rises, the barrel will stay on the floor, so you take damage when the water rises (water being the natural enemy of the mouse). The only way to get through is to have expert timing (ahem).



As you wait for each ghost to speed away, the water sinks. Instead of standing in place, jump before the barrel hits the floor — the barrel still sinks, but not as far, and you won't take any water damage.



This should keep you safe until you can hop to the next barrel.



At the end of this stretch, just do the same thing as if there were another barrel to hop to. If you time it correctly, the water should sink by the time you reach the ground, then just run left until you reach the stairs.



## KEEP IN TOUCH

Send your game questions or any top secret tips—to Jeff at the usual address

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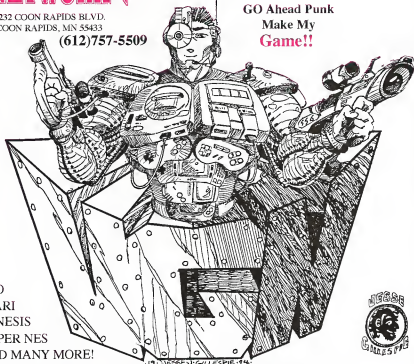
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# NOW PLAYING

We decided to cut this section down to four months worth of games, instead of the usual six, so we could have some extra pages to have fun with somewhere else in the magazine! We hope you like the change!

## ETERNAL CHAMPIONS DEEP WATER FOR SEGA CD

review, B2

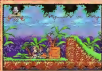


This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!

SEGA CD 95%

## ANIMANIA'S KONAMI FOR SNES AND GENESIS

review, T12



A fantastic cartoon tour-de-force. Excellent graphics, music, and game play combine to make this a game that both young and old can enjoy!

SNES 90% GENESIS 83%

## FIFA SOCCER '95 ELECTRONIC ARTS FOR GENESIS

review, B42



Pretty much the same game as in the last version, but with a few small improvements that will keep this game reporting as the world champion.

OVERALL 95%

### THE ADVENTURES OF BATMAN AND ROBIN

Konami for SNES; review, T12

An excellent introduction to a certain series to the game world. This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

OVERALL 80%

### AERO THE ACROBAT II

Samurai for Genesis; review, B42

That cute, spunky little flying mammal is back, but you gotta ask years if it—why did he bother? This is all levels of astounding mediocrity that's out to be an all-time loser. It's simply mind-boggling. You might wonder what this was or maybe not!

OVERALL 70%

### ANDROID ASSAULT

Sega-Indo Fun Games for Sega CD; review, B41

Alice from the evil planet Zax has been locking our butts in warfairs for years, so we build this thing called a Bar-Arm, which is basically a Transformer land of this that moves sorts slow. Speaking of slow, so is this game. Yawn!

OVERALL 70%

### BASSIN'S BLACK BASS

Hot & Not for SNES; review, B42

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

OVERALL 80%

### BEAVIS AND BUTT-HEAD

Maclean for SNES and Genesis; review, T12

If your idea of fun is cutting up insects with a chain saw, or maybe just launching and rockets, then this is just possibly the game for you! However, if you prefer games that have a sense of humor to them, just skip this one, dude!

OVER 75% GEN 55%

### BIKER MICE FROM MARS

Konami for SNES; review, B41

This highly addictive racer has a lot going for it—good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 80%

### BOOGERMAN

Interplay for Genesis; review, T12

Hey! Look! Check this out—you get to fart on the bad guys and shoot 'em down with boogers! This is great! Hey parents! While this game has some good graphics, once your kids get tired of this, they probably won't play it again. That's great!

OVERALL 80%

### BOUNCERS

Sega for Sega CD; review, B41

Boostball with a word twist—you're the ball! These little guys made your TV with some killer graphics and serious attitude, not to mention some real great humor! This game works best in the two player mode, so grab a friend and double!

OVERALL 80%

### BRETT HULL '95

Acclaim for SNES; sports, B41

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty in-hockey action. Give this one a run before buying, just to see if it's your cup of (iced) tea.

OVERALL 75%

### BURST II

Acclaim for Genesis; review, T12

Oh, no! Linker P. Spum is clocking moments from history and unleashing them at the /mazahatom. Only Burst can save the day! Well, this sequel has a nice non-linear take, some of the levels are very repetitious.

OVERALL 65%

### CONTRA: THE ALIEN WARS

Konami for Game Boy; review, T12

While this game is a big hit on other platforms, here it's just kinda like a primer for the art of war. The bosses aren't all that challenging, and the black and white game screens don't really fix the power that color screens explode with.

OVERALL 60%

### CORPSE KILLER

Digital Pictures for Sega CD; review, B41

Out of thousands of undead Jimmy James, Roder Pines, and yes, even Karl Cobains in this boring, unimpressive shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 60%

### COSMIC CARNAGE

Sega for 32X; review, B42

A fighting game that could use quite a bit of improvement. The graphics are a bit crude and the sound effects are overly dramatic and somewhat out of place. The ability to choose your armor and to knock off your opponent's armor is a plus.

OVERALL 60%

### What You Think

Why would you guys give *Bonkey Kong Country* 95%? You call *purple prose*? You should have given the game a 40% or 50%! People who love the game and read your review should be upset with your ratings! Thanks for the trick in *Snow Barrel Shock*! It really helped.

—Mike Simonelli, Jackson, NJ

### ECCO: THE TIDES OF TIME

Sega for Genesis; review, B41

"They called him Hippo." Hippo? But, you'll call this "boring, boring, even though there are some really beautiful graphics in the game. If you don't have the first Ecco game, you might wanna pick this one up—otherwise, we'd forget it."

OVERALL 60%

### ELITE SOCCER

Comtek for SNES and Game Boy; sports, T12

Continuous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determination of who you control, the semi-fake AI of representation of soccer, and a few other things.

OVERALL 70%

### ESPN NATIONAL HOCKEY NIGHT

Bony for Sega CD; sports, B41

Just about the only thing this game does this hockey sim is the fact that the NHL is still on strike, so some teams might be tempted to fix it back with this game. Poor game play and loose control guarantee that this won't cut it!

OVERALL 60%

### THE FLINTSTONES

Ocean for SNES; review, B41

Here's yet another attempt by corporate America to crush the old dollars out of us by publishing a substandard game that's not as big a summer movie. Let's put it this way—Yabba Dabba Don't bother with this piece of crap!

OVERALL 50%

### THE IGNITION FACTOR

Justice for SNES; review, B42

While this game has some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a little kinks spray water all over what could have been a hot game.

OVERALL 70%

### IRON HELLX

Spectrum for Sega CD; review, B42

This is a game that requires a lot, repeat a lot, of patience and time. This space age space race-for-the-donut-class game has some very nice graphics, but the music and sound effects really suck. Be bored—be very bored!

OVERALL 60%

### THE LITCRY AND SCRATCHY GAME

Acclaim for SNES; review, B41

You'd think that this would have been a really great game, right? You could have hours of fun making either Litcry or Scratchy bash the hell out of each other, right? Well, forget it! There's no controlling Scratchy and the game just ain't fun!

OVERALL 50%

### JURASSIC PARK II: THE CHAOS CONTINUES

Ocean for SNES; review, B41

This game looks and plays great! Unfortunately, there's not much of anything new going on here. You can be either Dr. Grant or a Velociraptor. Wow, big surprise! If you want real dino-blasting action, stick with the original Jurassic Park!

OVERALL 70%

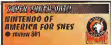
### JURASSIC PARK: RAMPAGE EDITION

Sega of America for Genesis; review, T12

While the sequel to the movie isn't out yet, it seems that sequels to the video game go on and on. Here you get to be either Dr. Grant or (surprise!) a raptor. Save the dinosaur eggs from the forces of evil or just watch humans burn! Yawn!

OVERALL 65%





OVERALL 90%

## BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary, contact the Better Business Bureau (see the one located in the same city as the mail-order company). Better Business Bureau log complaints against companies and can tell you the types of problems if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.
- Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

• Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contact is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you're experiencing problems with companies advertising let us know by writing to: Customer Service, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We don't want to deal with dissatisfied companies any more than you.

### THE REN & STIMPY SHOW: TIME WARP

THU for SNES, review, 8/3

Silly Muppet Madness! From distorting history as we know it with the help of Ren and Stimpie, find 47 million Gritty Kitty profits of purchase and score a free line machine, then man the blast game as you hurtle through time.

OVERALL 47%

### RISTAR

Sega of America for Genesis, review, 8/2

Here we go again! This time, the mascot to be is this little star with ape-hanger arms that he uses to swing onto 5 on and grab stuff with. He's kinda cute, but isn't he off? This game is fun, so maybe you might wanna give it a try.

OVERALL 75%

### RAISE OF THE ROBOTTS

Acclaim for SNES, review, 8/2

You'll think robots look nice, great! I mean, these babies look like they could snap right off the screen. And these backgrounds — it looks like you're night vision. Huh? you mean this is a game? I thought it was a screen saver. This is a disaster.

OVERALL 34%

### ROBO TREK

Link for SNES, review, 7/12

As RPG was an intriguing idea — you must construct and build and robots to do battle with the evil "Hackers," who have taken over your planet! Save the world and learn sound construction principles in this city game!

OVERALL 45%

### THE SHADOW

Ocean for SNES, review, 8/3

Who knows what evil lurks in the heart of this game? This *Fist of Fate* game is great, if you like level after boring, negative level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game!

OVERALL 45%

### SHADOW OF THE BEAST II

Pignoneer Limited for Sega CD, review, 8/3

This additive title game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to giggle? Think *Do this one a run!*

OVERALL 45%

### SLAM CITY WITH SCOTTY PIPPEN

Digital Pictures for Sega CD, review, 8/3

Fa-cit! You're probably never gonna get the chance to face Scottie Pippen on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play.

OVERALL 54%

### SNATCHER

Kidzware for Sega CD, review, 8/1

A very gritty, adult graphic adventure that is sometimes hampered by a cheesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

OVERALL 60%

### SPACE INVADERS

Minirobot for Game Boy, review, 8/2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking leg game before they can overtake your planet. Yes, it is kinda mindless, but it's also kinda fun! Take this space cruise!

OVERALL 81%

### SPORTS ILLUSTRATED GOLF CLASSIC

Voltron for Game Boy, sports, 7/12

Imagine that you're a golfer out on the links and it's time for a real difficult 30-foot putt. Just before you swing the putter, you see a stick back behind over your eyes, that you can't wait. Well, the game is kinda like that! Leave it in the clubhouse.

OVERALL 91%

### STAR FLEET ACADEMY

Intervision for SNES, review, 7/12

You know a cult at the Island Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

OVERALL 75%

### SYNDICATE

Electronic Arts for Genesis, review, 8/4

Gangsters take over the world of the future and take it out with hit squads in this futuristic shoot-'em-up game. The overall challenge is difficult, but luckily because the game is hard to control. Korea like playing with boy soldiers!

OVERALL 74%

### TECHNO SUPER BOWL II: SPECIAL EDITION

Techno for SNES, sports, 8/3

This sports game is kinda like what this year's Super Bowl will be like — with TBS/SEC playing the part of the Super Bowl. There are other SNES football games that just miss this attempt at a sequel.

OVERALL 71%

### TIN STAR

Minirobot for SNES, review, 8/2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovation has been that this game is mouse compatible, making aiming and shooting a real breeze.

OVERALL 84%

### VIRTUAL BART

Acclaim for Genesis, review, 7/12

The only virtual thing about this game is that it's virtually static! The graphics are substandard, the music is bland, and the controls, while not bad at all, aren't very precise. Why can't someone make a good Bart game?

OVERALL 51%

### WWF RAW

LM for SNES and Genesis, review, 8/2

There's nothing new here — it's just another wrestling cart. There are some Megalomaniacs (wow!) that might help you, but the only thing that's new is your theme.

66% 71% SNES 71%

### WWF RAW

Acclaim for Game Gear and Game Boy, review, 8/3

These two versions of the latest WWFrawler are a lot like vampires — they feed and only to suck more money out of usury gamers. The tiny screen doesn't do much more than let the legs of the robot's favorite wrestling kung-fu. Could this game out?

62 70% 62 60%

### WOLVERINE: ADAMANTIUM RAGE

Sega of America for Genesis, review, 8/1

Yow! the X-Men are really gonna live out when they get their mutant hands, claws, figners or whatever on the game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

OVERALL 85%

### X-MEN MUTANT APOCALYPSE

Capcom for SNES, review, 7/12

Lots of fast, pounding action and big, mean, colorful bosses will keep fans of the X-Men enthralled for a long time. The only drawbacks are off animation, low music, and short levels. Still, this is one game that deserves a try!

OVERALL 84%

### YOGI BEAR

Comtek for SNES, review, 8/1

Yogi runs, jumps, collects stuff and barks out in this wacky bongo game that was rendered quiesce due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, might like this.

OVERALL 78%

### ZERO THE MANIKAZE SQUIREL

Sanseet for Genesis, review, 7/12

Here's another special involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from Aero the Aero-Bot is as soaring and booming in his very own first adventure. Fly this friendly skunk, or... squirrel!

OVERALL 65%

## What YOU think

Hey! Two games got it all wrong about Super Hoken of the Jack! It's the best and worth buying. The graphics are great and it is really fun to play! What are you talking about? It really deserved a 90% or a 95%!

— Melissa Tubig, San Diego, Ca

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong: Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

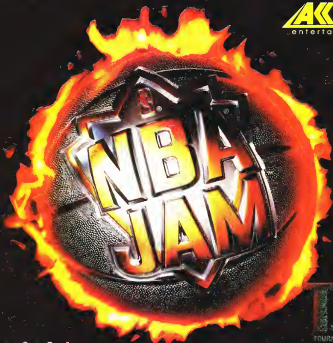
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Contest open to any resident of the United States or Canada, except employees of GP Publications, Nintendo, Leo Burnett, their immediate families — and that lousy Hedgehog over at Sega. (Stop stuffin' the ballot box, would ya, big guy?) Include your name, address, telephone number with area code, plus a short explanation on why you should live the Big Life, and send it to:

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All entries become the property of GP Publications, and will not be returned. So, don't write a novel — 'cuz someone here might try to sell it for money... All taxes, tags and incidentals are the responsibility of the winner. Editor's selection is final. **Game Players** is not responsible for lost or misdirected entries. Offer void where prohibited, and restricted, by law. All entries must be received by May 15th, 1995.

Odds of winning determined by multiplying the square root of 30 by the population of Kenya — or, by the number of entries received by contest deadline. Winners will appear in a subsequent issue of **Game Players**. The Bigger-than-Life Contest is brought to you by **Game Players** and Nintendo, who make the coolest video games in the world.

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# Back Talk

How do you like us so far? We're gonna morph this mag into the baddest thing to ever clobber a newstand! See you next month! If we don't, you're gonna be sorry!!!

## IT'S IN THE CARDS

If you've ever wondered if the guys who develop video games live their whole lives with the same 'grab that one-up and beat the boss' approach, put your minds at ease. *Game Players* has uncovered evidence that shows this is exactly the case. When Brian Wickham of *Sony Imagesoft* decided to pop the question to his fiancée, he didn't get down on banded knees — he handed his beloved a video game! As our exclusive pics show, Lisa Langer started to play what she thought was an ordinary game when a marriage proposal screen popped up, prompting Lisa to decide if she wanted to spend the rest of her life with Brian. While we don't know whether or not she decided to accept, our screen shots show the results for either answer. Pretty original, huh?

Here at *Game Players*, we have one question — if she accepted and unfortunately, things don't work out, is Brian gonna give her a specially programmed version of *Mortal Kombat*, with the

## THAT SLIPPY FEVER!

Ahoy, mahoy! Pour yourself a cup of this here grog and lend an ear to my tale of a strange malady of the sea that has affected our own Cap'n Slate of late. It seems that somehow the old seagull



has come under the delusion that he's a Scottish frog by the name of Slippy McPhishkin. Every night now he wanders the decks, screaming "The game is crapp!" and trying to catch flies with his tongue! This fly bait isn't too bad, but his horrible Scottish accent is driving us all buggy! There's even been rumors that he may start wearing a kilt any day now, and the first mate has reported that he thinks he saw some bagpipes in the Cap'n's deck!!! That may be the last straw! I don't think the lads can take much of those screaming devil pipes! Shh! Quiet now! Here comes the Cap'n. Nice chat, Slippy, sir! That fly nearly got away!

Editor:  
Chris Slate  
Art Director:  
Mike Wilmetts  
Production Editor:  
Bill Donohue  
Associate Editor:  
Tara Lundberg  
Assistant Editors:  
Doug Brunell • Mike Salzman  
Graphic Design:  
Eugene Wente • John Cobb  
Associate Proofreader:  
Vance Matthews  
Contributors:  
Vincent DeBucca • Derrell Sussman

G&P PUBLICATIONS, INC.  
Editorial, Advertising, Circulation  
1350 Old Bayshore Highway  
Suite 210  
Burlingame, CA 94010  
Phone: 415. 690. 3000  
Fax: 415. 690. 1070

FOR ALL ADVERTISING  
ENQUIRIES, CALL:  
Gregory Babin, Advertising Manager  
Phone: 415. 690. 2686  
Fax: 415. 690. 1070

PRODUCTION COORDINATOR  
Ken Brandeis  
FOR ALL SUBSCRIPTION  
ENQUIRIES, CALL:  
Michelle Robinson  
Customer Services  
Tel: 415. 690. 1060

MANAGING OFFICES  
300-A South Westgate Drive  
Columbus, NC 27407  
Phone: 910. 352. 5711  
Fax: 910. 352. 1165

PUBLISHER  
Jonathan Thompson-Giant  
PRODUCTION DIRECTOR:  
Tom Swain  
MANAGING MANAGER:  
Kathleen Ingram  
DIRECTOR OF CIRCULATION:  
Margaret Napoli  
CIRCULATION ASSISTANT:  
Dana Hargreave  
NEAREST MAILMAN:  
Bruce Eldridge

Please send all  
advertising matters to:  
Ken Brandeis,  
Production Coordinator

All editorial materials should  
be sent to:  
Cap'n Chris Slate, Editor,  
*Game Players*, Suite 210,  
1350 Old Bayshore Highway,  
Burlingame, CA 94010.

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## WIN A GAME!



What the heck is this? Looks kinda like some weird mutant burrito filling! Here's the April Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to April's Scrambled Mess, *Game Players*, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. The first entry we pick out of the box on the day we lay out this page, wins. Remember to include the system you own. All the usual rules apply. The winner of our December *Hard* but Sleazy Contest was Wesley Laney, of Wellerboro, SC. He correctly identified the scrambled picture as a screen shot from *X-Men: Mutant Apocalypse*. His prize will be waiting in Wellerboro soon.

deadly 'Til death do us part' spine-tipper' fatality?  
All of us here hope she accepted Brian's offer and that maybe there's gonna be a 'Babality' in the works real soon! Good luck!



As usual, *Game Players* gets the scoop on a new game!  
Nothing special here — just your average video card game.

Huh? What's this? Lisa had to win a game before she could get to this screen.

Here's the result given if Lisa says 'Yes! I will!'

Here's the result given if Lisa says 'Yes! I will!'



While we're pretty sure this isn't a picture of Brian, this is how he's gonna feel if Lisa says 'No.'

## HE'S A WINNER!

Tyler J. Courtney is the proud owner of an actual *Mortal Kombat* II arcade machine. He won the quarter munched in the 'Bob's *Mortal Kombat* II Kontest' that ran in our November '94 issue. 'I've got more friends now,' reports Tyler, 'even after I started charging everyone a buck a play!' Just kidding! Enjoy the game, Tyler!



The soon-to-be-rich Tyler Courtney, muttering his now famous line.





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